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GRAND THEFT AUTO V (XBOX 360, XBOX ONE, PLAYSTATION 3, PLAYSTATION 4 & PC) UNOFFICIAL WALKTHROUGH GUIDE

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About

ABOUT THE GAME (sec:abt:gme)

MY DESCRIPTION (sec:abt:gme:mydescrptn)

The game itself is set in the year 2012 - and in what seems to be a modern refreshed look of what

San Andreas was suppose to be. The game is now not limited to one protagonist - but three. You get to play as

three different criminals who are forced together by extreme odds who decide to use all their knowledge as criminals

to steal, kill and make-do with tons of cash by robbing the local police departments, businesses and banks within the state.

The criminals are on the HUD as:

> Michael De Santa/Michael Townley (mis1) and you regain control as him in (mis4) - blue

- > Franklin Clinton (mis2) - green
- > Trevor Philips (mis1) and you regain control as him in (mis15) - orange
- > Yourself (sec:gtao:mis1) and you regain control as him/her when you are playing online (Grand Theft Auto Online only) - yellow

Three different criminals with their own unique personality, clothing style, unlockables, missions, vehicles and skills.

This game has not got three islands anymore - just one really large one and lots of smaller branching islands which you can access at the start of the game after the first and second mission (mis1 and mis2 in my guide). The game has not got three cities either - just one. Although, nowadays Los Santos is much larger than it used to be, you can now visit different landscapes, areas, places and, yes, you can also visit Mt. Chiliad which is now much larger than it used to be.

Good news is, there is more to do in this game than the previous titles (except GTA IV, which has lots of activities to do).

You can also switch to a different character at anytime, access different locations, purchase properties and do side-missions to earn extra cash, help out random pedestrians (in this game, it's known as "Strangers & Freaks") and so much more. Plus, on top of all of that, you now don't get nagging friends asking if you want to go bowling while you are away from the area they are calling in. You're friendship with your contacts no longer falls. You can, call them up and ask if they want to go somewhere instead.

All this and more is explained throughout this guide from this point onwards. I welcome you to San Andreas. Have a nice stay!

COVER BLURB (sec:abt:gme:cvrblrb)
ROCKSTAR GAMES PRESENTS
A ROCKSTAR NORTH PRODUCTION

Los Santos: a sprawling metropolis full of self-help gurus, starlets and fading celebrities struggling to stay afloat in an era of economic uncertainty and cheap cable TV. Amidst the turmoil, three very different criminals risk everything in a series of daring and dangerous heists that could set them up for life.

*NOTE: This section titled COVER BLURB has all the information from the back cover of the game cover for the XBOX 360 UK Edition version. Although, this note here is not on the cover though. Also shown on the back cover and I'm not sure if anyone else noticed it either, but the old GTA 2 logo is shown near the bottom right of the back cover only with the

numeric 2 missing. This, I think, symbolises the GTA family products placeholder.*

INTRODUCTION TITLES/OPENING CREDITS (sec:abt:gme:introcrdts)

Read the section mis1:crdts for the full list of developers, etc. mentioned at the start of the opening titles.

OUTRODUCTION TITLES/END CREDITS (sec:abt:gme:outrocrdts)

Read the section mis69:crdts for the full list of developers, etc. mentioned at the start of the ending titles.

CURRENCY (sec:abt:gme:currency)

The US Dollar Bill marked by the symbol as \$, is the currency of the United States Of America and is considered to be legal tender for all transactions. When on GTA Online, the currency is marked as US Dollar Bill in the symbol of the US Dollar Bill as GTA\$, represents online currency or virtual currency, which is also used to pay for transactions aswell.

You can always see how much cash you have available by going to any available ATM, by going onto the stock exchange websites at www.lcn-exchange.com (Story Mode) and at www.bawsaq.com (Online Mode), by viewing it on the overview page on GTA Online, by pausing the game and viewing the amount of funds available in the top right corner and by playing the game as normal and by pressing v on the d-pad when walking during free-roam or story mode.

If you need quick cash, you can rob a local shop (you'll need to be in a mask), do heist jobs during story mode, do heist jobs during GTA Online, by completing certain missions, by killing pedestrians (and then taking their money), by completing taxi jobs, towing jobs around San Andreas, by manipulating the stock exchange in your favor to earn tons of money (see the Easy "Trading Alpha" Achievement in this guide on how to gain this achievement), by picking up cash briefcases scattered throughout San Andreas (especially underwater) and you can also rob Gruppe Seches vans that carry cash briefcases. The vans appear around certain areas of San Andreas.

Even if you have completely ran out of cash, certain expenses will continue being paid each month such as businesses you own will give you your share of the business profits.

FEATURES (sec:abt:gme:features)

These are the features, shown below:

FIRST-PERSON MODE (sec:about:game:features:firstpersonmode)

The XBOX ONE, PC & PlayStation 4 editions of the game now include First-Person Mode which emotes a particular likeness similar to Call Of Duty games and other First-Person style games. This is a new feature to make Grand Theft Auto V that more realistic. Also, as a true GTA gamer myself, I prefer the original viewing modes of Top-Down Mode and the GTA III Third-Person Mode, which became the dominate style of GTA gameplay from GTA III, GTA Vice City, GTA San Andreas, GTA Advance, GTA Liberty City Stories, GTA Vice City Stories, GTA IV, GTA IV Chinatown Wars, GTA IV The Lost And Damned, GTA IV The Ballad Of Gay Tony, GTA V & GTA Online originally before the new Next-Generation of GTA V & GTA Online came out in 2014.

CHEATS MODE (sec:about:game:features:cheatsmode)

The XBOX ONE, PC & PlayStation 4 editions of the game now include the original Phone Number Cheats which used to be on GTA IV, GTA IV Chinatown Wars, GTA IV The Lost And Damned & GTA IV The Ballad Of Gay Tony. The XBOX ONE, PC & PlayStation 4 editions of the game still include the former original Cheats Input which used to be on GTA, GTA London 1961, GTA London 1969, GTA 2, GTA III, GTA Vice City, GTA San Andreas, GTA Advance, GTA Liberty City Stories, GTA Vice City Stories, GTA V & GTA Online before the updated versions came out in 2014.

CHARACTER SWITCHING (sec:abt:gme:features:characterswitching)

In this guide, Character Switching is referred to as Quick-Switch, Switch and/or Character Switch.

Grand Theft Auto V features 3 playable protagonists - Michael, Franklin & Trevor - and many missions are tackled by 2 or 3 of them together, with the ability to switch between the characters mid-action as they work as a team to get the job done.

Off mission, Michael, Franklin & Trevor each go about their separate lives with their own friends, hobbies and sidelines, giving the player the choice to experience and explore San Andreas from 3 very different perspectives; for the voyeur in all of us, the freedom to switch between them in Real-Time at any point to see what they've been up to.

Your 4th character slot at the bottom is reserved for your custom Grand Theft Auto Online player character - you can make either a man or a woman, the choice of customization is endless.

PLAYER STATS (sec:abt:gme:features:playerstats)

Michael, Franklin and Trevor start with different Player Stats based on their backstory and skillset. Each of these stats can be improved with experience, which will in turn improve each character's individual abilities, reactions and endurance as they progress through the game. The more a character uses a skill, the more his related stats will increase. For example, if Michael spends time flying a helicopter, his Flying stat will increase.

*NOTE: Player Stats are unique to each character - spending a lot of time behind the wheel as Franklin will increase Franklin's Driving stat, but won't have any effect on Michael or Trevor's Driving stat.

The following stats are:

- > Special: Using a character's Special Ability will gradually improve their Special stat. As the stat bar increases, the speed at which that character's Special Ability bar fills up will also increase.

- > Stamina: Extra Stamina will allow the character to sprint, swim and cycle for longer without getting tired. The Stamina stat will increase as the player performs each of those activities.

- > Shooting: A higher Shooting stat will make the character more accurate by reducing recoil while Shooting any gun. He will also be able to reload faster and carry more ammunition.

The more targets the player hits, particularly with headshots, the more his Shooting stat will increase. Spend time in the Shooting Range and take on Shooting Challenges as a fast way of improving this skill.

- > Strength: Additional Strength will inflict heavier damage during hand-to-hand combat, increase speed at climbing ladders, decrease the amount of damage taken from falls, car crashes, explosions, fire and improve the character's Tennis and Golf by allowing him to

hit the ball harder. Engaging in unarmed combat, taking part in sports like Tennis, Golf and Yoga will raise the character's Strength.

> Stealth: The higher the Stealth stat is, the quieter the character will be in both Stealth, normal movement modes and he'll also be able to move more quickly in Stealth Mode.

The Stealth stat will increase the more time you spend moving in Stealth or by performing

Stealth takedowns. Press LEFT STICK to enter Stealth Mode.

> Flying: When the character has a low Flying stat, the performance of any aircraft he is

Flying will be more susceptible to the effects of turbulence. As the stat increases, the character will be able to both Fly and land more smoothly. Increasing the Flying stat will

improve the character's ability to Fly all aircrafts. Spending more time Flying will improve the Flying stat. Visit the Flight School to help improve this stat.

> Driving: Improving the Driving stat will improve the character's vehicle handling when

airborne and will also make performing wheelies much easier. The more time the character

spends Driving vehicles, the faster the Driving stat will improve, particularly performing

wheelies and landing big jumps on 4 wheels.

> Lung Capacity: Having a high Lung Capacity means the character can stay submerged

underwater for longer. Lung Capacity will increase as the character spends more time

underwater.

SPECIAL ABILITIES (sec:abt:gme:features:specialabilities)

Michael, Franklin and Trevor each has his own unique Special Ability. To activate a Special Ability, press LEFT STICK+RIGHT STICK simultaneously. Beneath the mini-map there

is a Special Ability bar showing how much Special Ability the character has left (see HUD).

The Special Ability bar fills up when certain actions are taken, which vary from player to player.

MICHAEL'S SPECIAL ABILITY

Michael is an expert marksman with lightning reactions in a gunfight. His Special Ability

slows down time in a gunfight allowing him to pick off his targets with greater ease.

Increase Michael's Special Ability bar by driving at high speeds, performing lethal moves

such as headshots and stealth takedowns.

FRANKLIN'S SPECIAL ABILITY

Franklin is a skilled driver with sharp reflexes behind the wheel. His Special Ability allows him to slow down time while driving any road vehicle allowing him to quickly navigate through traffic with ease and take corners at high speed. Time spent driving at high speeds, narrowly avoiding collisions and driving against traffic will increase his Special Ability bar.

TREVOR'S SPECIAL ABILITY

Trevor is a drug-addled sociopath with a short fuse. His Special Ability sends him into a rage, during which he causes double damage to enemies and grants him invincibility. Killing targets, performing headshots, driving at high speeds and taking damage increase his Special Ability bar.

TECHNICAL SUPPORT (sec:abt:gme:support)

If you have a problem with the game such as a glitch, an error, downloading issues and other technical problems or complaints, visit <http://rockstargames.com/support> for further technical advice. If you want, you can send them a direct message to them by Twitter @RockstarGames at <http://twitter.com/rockstargames> You can also email them at uk@rockstarsupport.com or at support@rockstargames.com

CONTROLS (sec:abt:gme:controls)

> XBOX 360 CONTROLS (sec:abt:gme:controls:xbox360)
add

> XBOX ONE CONTROLS (sec:abt:gme:controls:xboxone)
add

> PLAYSTATION 3 CONTROLS (sec:abt:gme:controls:ps3)
add

> PLAYSTATION 4 CONTROLS (sec:abt:gme:controls:ps4)
add

=====
sec:fnd
=====
Find

Use the find tool on your browser or Text Document (*.txt) viewer by pressing CTRL+F.

Once the box appears, type in the section code, mission name or a piece of text, example: mis1

Once you have decided on what you want to search for, you can choose which direction you wish to search going up or down from the position of the text-editing cursor within the documentation zone.

The documentation zone refers to the document itself.

Click FIND NEXT or press the enter button on your keyboard to find the text you're looking for.

This is what the box will look like (shown below):

```
x-----x
| Find                               [?][X]|
x-----x
| Find what: [ |                      ] [Find Next] |
|                                     |
|           x-Direction-----x   [ Cancel ] |
|           |           |           |
| [ ] Match case      |( )Up (o)Down |           |
|           x-----x               |
|                                     |
x-----x
```

```
=====
sec:mis
=====
Missions List
```

All the missions included in this list make up 60% of the overall game completion progress.

Listed below, is the list of all the missions in the game along with the alternative missions that are shown in-between:

- i: LUDENDORFF, NINE YEARS AGO.../PROLOGUE/OPENING SCENE (introduction)
Mission 1: Prologue (mis1)/start the mission while playing as: Michael Townley
- ii: OPENING TITLES/INTRODUCTION TITLES/OPENING CREDITS/"Rockstar Games presents - a Rockstar North production - Grand Theft Auto V" (mis1:logo)
- iii: Therapy - Hobbies & Pastimes - MISSION 1 - OPENING TITLES/INTRODUCTION TITLES/OPENING CREDITS/"creators, developers, etc."/...PRESENT DAY/ Opportunities (sec:hobbiesandpastimes:mis8:mis1) (mis1:opportunities) (mis1:credits)
- Mission 2: Franklin & Lamar (mis2)/start the mission while playing as: Franklin Clinton
- Mission 3: Repossession (mis3)/start the mission while playing as: Franklin Clinton
- Mission 4: Complications (mis4)/start the mission while playing as: Franklin Clinton,

Michael De Santa

Mission 5: Father/Son (mis5)/start the mission while playing as: Michael De Santa, Franklin Clinton

Mission 6: Chop (mis6)/start the mission while playing as: Franklin Clinton

Mission 7: Marriage Counseling (mis7)/start the mission while playing as: Michael De Santa, Franklin Clinton

Mission 8: Daddy's Little Girl (mis8)/start the mission while playing as: Michael De Santa

Mission 9: Friend Request (mis9)/start the mission while playing as: Michael De Santa

Mission 10: The Long Stretch (mis10)/start the mission while playing as: Franklin Clinton

Mission 11: Casing The Jewel Store (mis11)/start the mission while playing as: Michael De Santa

Mission 12: Bugstars Equipment (mis12)/start the mission while playing as: Michael De Santa

Mission 13: BZ Gas Grenades (mis13)/start the mission while playing as: Michael De Santa

Mission 14: The Jewel Store Job (mis14)/start the mission while playing as: Michael De Santa, Franklin Clinton

Mission 15: Mr. Philips (mis15)/start the mission while playing as: Michael De Santa, Franklin Clinton, Trevor Philips

Mission 16: Trevor Philips Industries (mis16)/start the mission while playing as: Trevor Philips

Mission 17: Nervous Ron (mis17)/start the mission while playing as: Trevor Philips

Mission 18: Crystal Maze (mis18)/start the mission while playing as: Trevor Philips

MISSION 19: Friends Reunited (mis19)/start the mission while playing as: Trevor Philips

MISSION 20: Fame Or Shame (mis20)/start the mission while playing as: Michael De Santa, Trevor Philips

MISSION 21: Dead Man Walking (mis21)/start the mission while playing as: Michael De Santa

MISSION 22: Did Somebody Say Yoga? (mis22)/start the mission while playing as: Michael De Santa

MISSION 23: Three's Company (mis23)/start the mission while playing as: Michael De Santa

MISSION 24: Hood Safari (mis24)/start the mission while playing as: Franklin Clinton

MISSION 25: Scouting The Port (mis25)/start the mission while playing as: Trevor Philips

MISSION 26: Minisub (mis26)/start the mission while playing as: Trevor Philips

MISSION 27: Cargobob (mis27)/start the mission while playing as: Trevor Philips

MISSION 28: By The Book (mis28)/start the mission while playing as: Michael De Santa, Trevor Philips

MISSION 29: Blitz Play Setup (mis29)/start the mission while playing as: Michael De Santa, Trevor Philips, Franklin Clinton

MISSION 30: Tow Truck (mis30)/start the mission while playing as: Michael De Santa,

Trevor Philips, Franklin Clinton

MISSION 31: Masks (mis31)/start the mission while playing as: Michael De Santa, Trevor Philips, Franklin Clinton

MISSION 32: Boiler Suits (mis32)/start the mission while playing as: Michael De Santa, Trevor Philips, Franklin Clinton

MISSION 33: Trash Truck (mis33)/start the mission while playing as: Michael De Santa, Trevor Philips, Franklin Clinton

MISSION 34: The Merryweather Heist (mis34)/start the mission while playing as: Trevor Philips

MISSION 35: Hotel Assassination (mis35)/start the mission while playing as: Franklin Clinton

MISSION 36: Blitz Play (mis36)/start the mission while playing as: Michael De Santa, Trevor Philips, Franklin Clinton

MISSION 37: I Fought The Law (mis37)/start the mission while playing as: Michael De Santa, Trevor Philips, Franklin Clinton

MISSION 38: Mr. Richards (mis38)/start the mission while playing as: Michael De Santa

MISSION 39: Eye In The Sky (mis39)/start the mission while playing as: Trevor Philips, Franklin Clinton

MISSION 40: Caida Libre (mis40)/start the mission while playing as: Michael De Santa, Trevor Philips

MISSION 41: Deep Inside (mis41)/start the mission while playing as: Franklin Clinton

MISSION 42: Minor Turbulence (mis42)/start the mission while playing as: Franklin Clinton, Trevor Philips

MISSION 43: The Paleto Score Setup (mis43)/start the mission while playing as: Trevor Philips, Michael De Santa

MISSION 44: Predator (mis44)/start the mission while playing as: Trevor Philips

MISSION 45: Military Hardware (mis45)/start the mission while playing as: Trevor Philips

MISSION 46: The Paleto Score (mis46)/start the mission while playing as: Michael De Santa, Trevor Philips

MISSION 47: Derailed (mis47)/start the mission while playing as: Michael De Santa

MISSION 48: Monkey Business (mis48)/start the mission while playing as: Michael De Santa

MISSION 49: Hang Ten (mis49)/start the mission while playing as: Trevor Philips

MISSION 50: Surveying The Score (mis50)/start the mission while playing as: Trevor Philips, Michael De Santa, Franklin Clinton

MISSION 51: Bury The Hatchet (mis51)/start the mission while playing as: Michael De Santa, Trevor Philips

MISSION 52: Pack Man (mis52)/start the mission while playing as: Franklin Clinton, Trevor Philips

MISSION 53: Fresh Meat (mis53)/start the mission while playing as: Franklin Clinton

MISSION 54: The Ballad Of Rocco (mis54)/start the mission while playing as: Michael De Santa

MISSION 55: Cleaning Out The Bureau (mis55)/start the mission while playing as: Trevor Philips, Michael De Santa, Franklin Clinton

MISSION 56: Reuniting The Family (mis56)/start the mission while playing as: Michael De Santa
MISSION 57: Architect's Plans (mis57)/start the mission while playing as: Franklin Clinton, Michael De Santa
MISSION 58: Doting Dad (mis58)/start the mission while playing as: Michael De Santa
MISSION 59: Legal Trouble (mis59)/start the mission while playing as: Michael De Santa
MISSION 60: The Bureau Raid (mis60)/start the mission while playing as: Michael De Santa
MISSION 61: The Wrap Up (mis61)/start the mission while playing as: Michael De Santa
MISSION 62: Lamar Down (mis62)/start the mission while playing as: Franklin Clinton
MISSION 63: Meltdown (mis63)/start the mission while playing as: Michael De Santa
MISSION 64: Planning The Big Score (mis64)/start the mission while playing as: Trevor Philips, Franklin Clinton, Michael De Santa
MISSION 65: Getaway Vehicle (mis65)/start the mission while playing as: Michael De Santa
MISSION 66: Sidetracked (mis66)/start the mission while playing as: Michael De Santa
MISSION 67: Driller (mis67)/start the mission while playing as: Michael De Santa
MISSION 68: The Big Score (mis68)/start the mission while playing as: Trevor Philips
MISSION 69: Finale (mis69)/start the mission while playing as: Franklin Clinton
iv: CLOSING TITLES/OUTRODUCTION TITLES/END CREDITS/"creators, developers, etc." - (mis69:credits) (outroduction)
v (sec:sdemis:mis1): Trevor Philips/start the mission while playing as: Trevor Philips
vi (sec:sdemis:mis2): Franklin Clinton/start the mission while playing as: Franklin Clinton
vii (sec:sdemis:mis3): Michael De Santa/start the mission while playing as: Michael De Santa

START A NEW GAME (sec:mis:newgame)

To begin Story Mode, start a new game or select a mission. The missions start at mis1 to mis69

Missions can vary from fast intense car chases, stealth, bank heists, planning, robberies, story interlinking and more. They can range from being really easy, over-complicated or extremely hard. They can be played as is by following the on-screen instructions or you can be creative and go about your ideas of completing the mission. You can follow my advice in this unofficial walkthrough guide or you can go about completing the game yourself.

If you decided to follow someone elses advice, thank you for downloading and reading this guide. I'm sure this will help you, also this guide features information that other guides won't. So I hope

this helps. The layout of my guide has been produced to help ensure your desire to complete a mission without any worries or mistakes. Each mission has been numbered to help keep things organised.

To search for a mission or section in this guide, head to the index section (sec:index) or press CTRL+F on your keyboard and then type in misx with x representing the number, such as mis1 for Mission 1.

=====

mis

=====

Missions

CATEGORY: Story Missions - Missions

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You may, however, only present this on your website with all the information included on this document along with my weblinks to where my websites are (as listed at the top of this document) and where the video game website is (which is also listed at the top of this document). You will need to follow the terms of this agreement at <https://warrenwoodhouse.fandom.com/wiki/Terms#WL>

You will need to add my main official website link <https://www.warrenwoodhouse.webs.com/> to the top of the same page where the download of my guide is available and you will also need to mention my website to your users and fans.

Apart from all of that, I would like to welcome you to my newest document of my other documents - Grand Theft Auto V

XBOX 360, XBOX ONE, PlayStation 3, PlayStation 4 & PC Unofficial Walkthrough
Guide by Warren Woodhouse
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video game software, manuals, addons and additional content
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=====

introduction

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i - Ludendorff, North Yankton, Nine Years Ago.

CATEGORY: Story Missions - Missions

see section mis1:i

Ludendorff, North Yankton, North Yankton County, Yankton, USA.
Nine years ago, Michael Townley (soon to become Michael De Santa), Bradley Snider
(who, after the mission "Prologue", becomes deceased) and Trevor Philips all worked
together for a bit of money
over in Ludendorff in the Midwest of the United States Of America.

Bobcat Security is about to get a wake up call that it never expected. It's Christmas
Eve in 2003 and the boys are ready to make themselves a nice little early
Christmas Present. What happens next is not what the team were expecting. This is
where the story begins...

=====

mis1

=====

MISSION 1 - Prologue

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to wear
the Prologue Outfit); Required (to play as Michael Townley)

MISSION STARTING POINT: Bobcat Security, 2 Ludendorff Wy, 3 Cavalry Blvd,
Ludendorff, North Yankton, North Yankton County, Yankton, USA.

MISSION FROM: Michael Townley

MISSION VEHICLE: Rancher XL (Limited Declassé Design - Rancher XL - Grey)

MISSION PAYMENT: Take: \$179,500.00

MISSION ACHIEVEMENT: unlocked state (San Andreas)

UNLOCKED ABILITIES: unlocked ability (ability to Control Hostages); unlocked ability
(ability to use the Radar); unlocked ability (ability to use the HUD); unlocked ability
(ability to Follow GPS Directions); unlocked ability (ability to call Contacts); unlocked
ability (ability to Steal Cash From Vaults); unlocked ability (ability to Reload
Weapons); unlocked ability (ability to use Character Switcher); unlocked ability

(ability to Shoot); unlocked ability (ability to use Cover)

UNLOCKED SPECIAL MISSIONS: <none>

UNLOCKED STORY: story revealed (After the mission, you'll be unable to travel back to Ludendorff); story revealed (Bobcat Security is home to the largest security firm in the North East, other than Gruppe Seches); story revealed (Nine years ago, the original Grand Theft Auto San Andreas was made and released on the 25th December 2003)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: <none>

WHAT YOU WILL NEED: <none>

(9 YEARS AGO - 24/12/2003 - DD/MM/YYYY) (CUTSCENE/OPENING CUTSCENE)
(mis1:i) (mis:introduction)

Ludendorff, North Yankton, Nine Years Ago.

After the cutscene and once you have got yourself familiarized with the control settings, you take control of Michael Townley, who will later on change his name to De Santa as part of The Witness Protection Program (WitSec). Once the cutscene ends, move towards the guard. A cutscene will begin.

(CUTSCENE)

After the cutscene, use your gun and aim at a hostage to make them move. Start with the nearest one and work your way backwards.

Once Trevor has planted the bomb, he will announce you to phone it in. Press ^ on the d-pad to pull up the phone. From the phone menu, select CONTACTS and then select Detonate. A cutscene will begin.

(CUTSCENE)

After the cutscene, proceed to the vault down the hall. At the end of the hall turn left and then a right at the end of the next hall. You should see the vault door on the floor nearby. Go into the vault and steal all of the highlighted cash (coloured Green) on the floor and then head over to the far right corner at the back of the vault. A cutscene will begin.

(CUTSCENE)

After the cutscene, exit the vault and a cutscene will begin.

(CUTSCENE)

After the cutscene, press v on the d-pad to pull up the Character Switch. While holding v on the d-pad, press > on the d-pad to select TREVOR. Once selected, hold LB to aim the gun and then press R-stick center to zoom in. Use the aim and then press RB to fire your weapon. Once done, follow Michael and Brian to the exit around the corner to your left and then a sharp right. Keep following them until you get to the hallway. find a suitable place next to the boxes around the corner to your far left at the back of the hallway and press RT to take cover. Once in cover, Brian will detonate the bomb that he planted on the door. Once the bomb has detonated, come out of cover and follow the team into the next room. Walk upto the shutter switch to activate the shutters. The shutters will open and you will now be outside. Take some cover and press B to reload your weapon. Once reloaded, use cover and take down the cops. Eventually, you'll beable to select Michael again. Quick-Switch to MICHAEL

and advanced out of the courtyard and down the road while taking down the cops and using cover to help. Once done, take down the last batch of the cops and head to the getaway vehicle on the otherside of the road next to the "Welcome To Ludendorff" sign. Eventually, another set of cops will turn up. Take them down and then head to the vehicle.

Press Y to enter the vehicle, a cutscene will begin.

(CUTSCENE)

After the cutscene, proceed driving to the destination where you will make your escape by helicopter.

While driving towards the destination, cops will start chasing you. Ignore them and continue driving to the destination regardless of interference.

Eventually, you'll need to get yourself in front of the train by being on the otherside of the road that passes across the tracks. Make sure you don't get hit or miss the train. Once done, continue driving to the destination. Eventually a road block will be up head, make a sharp right and continue down the road.

A cutscene will begin.

(CUTSCENE)

After the cutscene, you'll be playing as TREAVER again. Take down the remaining cops and then a cutscene will begin. This will complete the mission.

(CUTSCENE/INTRODUCTION TITLES) (mis1:credits)

[Scene Begins... enter from black screen]

[Scene opens up with a well-covered snowed Ludendorff Cemetery during daytime the next week after the incident. The Vicar reads out a last final farewell to Michael Townley.]

Vicar: "was not always a good husband. Not always a good citizen."

Vicar: "He did not die a hero's death. But he was a man."

[Dave Norton enters the scene, walking around the area where the body is being buried while he smokes a Redwood Cigarette.]

Vicar: "Our Lord was crucified with two thieves, so perhaps..."

[Yellow text fades onto the screen reading "ROCKSTAR GAMES" along with White text that fades underneath that reads "presents", then fades out.]

Vicar: "we should not judge. Michael... We are born of sin, and we die in sin, and in this, Michael..."

[Michael Townley enters scene, standing next to the tree outside the cemetery, smoking a Redwood Cigarette and dressed in black clothing.]

[White text fades onto the screen reading "a" along with Yellow text that reads "ROCKSTAR NORTH" and along with White text that reads "production", then fades out.]

Vicar: "was like anybody else. Father... we do not know your infinite mysteries. But we know... that you will show mercy to our friend."

[Scene Ends... exit to black screen]

[Grand Theft Auto V logo appears on screen. The logo then disappears. Exit to black screen]

(PRESENT DAY - 2012) (CUTSCENE/OPENING CREDITS) (Therapy - Hobbies & Pastimes - MISSION 1 - Introduction Titles/Opening Credits/Opportunities: sec:hobbiesandpastimes:mis8:mis1) (mis1:opportunities)

[Scene Begins... enter from black screen]

[Scene opens with Michael sitting on a sofa in the living room of Dr. Isiah Friedlander while Michael receives therapy. Michael is dressed in a grey suit with black smart shoes and a white shirt and no tie. Michael looks to have at least aged after the incident.]

[Michael's new surname is now De Santa, since 9 years ago he was Townley]

Dr. Isiah Friedlander: "Your son, James. He's a good kid?"

ART DIRECTOR - Aaron Garbut

Michael De Santa: "He's a good kid? A good kid?"

TECHNICAL DIRECTOR - Adam Fowler

[Camera pans upwards to show the back-drop of the beach behind the living room. Daytime and sunny.]

Michael De Santa: "Why? Does he help the fucking poor? No. He sits on his ass all day,"

GAME DESIGN - Leslie Benzies

GAME DESIGN - Imran Sarwar

Michael De Santa: "smoking dope and jerking off while he plays that fucking game. If that's our standard for goodness... then no wonder this country's screwed."

WRITTEN BY - Dan Houser

WRITTEN BY - Rupert Humphries

WRITTEN BY - Michael Unsworth

Dr. Isiah Friedlander: "And what about you?"

Michael De Santa: "What about me?"

[Dr. Isiah Friedlander enters the scene sitting on a chair opposite Michael. Isiah is dressed in a light blue long-sleeve shirt, brown dress pants and black smart shoes. Isiah also has a large facial goatee and puffed up almost hippy hair.]

Michael De Santa: "Hey... I didn't have the advantages that kid has."

ASSOCIATE ART DIRECTORS - Adam Cochrane

ASSOCIATE ART DIRECTORS - Michael Kane

Michael De Santa: "By the time I was his age, I'd already been in prison twice."

ASSISTANT ART DIRECTOR - Ian McQue

Michael De Santa: "I robbed banks, I ran whores, I smuggled dope."

Dr. Isiah Friedlander: "And you consider them achievements?"

GLOBAL LEAD TECHNICAL ARTIST - Rick Stirling

Michael De Santa: "These were the opportunities I had. At least I took 'em."

Dr. Isiah Friedlander: "And where did these opportunities get you, Michael?"

Michael De Santa: "They got me right... fucking here!"

LEAD CUTSCENE ANIMATION - Dermot Bailie

LEAD CUTSCENE ANIMATION - Felipe Busquets

Michael De Santa: "The end of the road! With a big house and a useless kid and I'm stuck talking to you because no one else gives a shit."

LEAD INGAME ANIMATION - Jim Jagger

LEAD INGAME ANIMATION - Mark Tennant

Michael De Santa: "Oh, I'm living the dream, baby, and that dream is fucked! It is... fucking fucked!"

Dr. Isiah Friedlander: "Let it all out."

Michael De Santa: "I think I just did."

Dr. Isiah Friedlander: "Oh, well I, think that's all we have time for..."

ANIMATION DIRECTOR - Rob Nelson

Dr. Isiah Friedlander: "Same time next week?"

Michael De Santa: "I guess..."

CUTSCENE DIRECTOR - Rod Edge

Michael De Santa: "I gotta tell you, I ain't too sure this shit is working for me."

Dr. Isiah Friedlander: "Well, a sense of overriding futility is a vital part of the process."

PRINCIPAL LEAD ENVIRONMENT ARTIST - Wayland Standing

Dr. Isiah Friedlander: "Embrace it."

Michael De Santa: "Whatever you say, Doc."

[Michael opens the door and exits the building. The scene extends to the outside back of the house overlooking Del Perro Beach west of Los Santos.]

LEAD ENVIRONMENT ARTISTS - Michael Pirso

LEAD ENVIRONMENT ARTISTS - Abhishek Agrawal

LEAD ENVIRONMENT ARTISTS - Jody Pileski

[The scene pans over the Great Ocean Highway which is in front of the house. The scene then shows Los Santos looking east from Del Perro Beach up in the sky.]

LEAD VEHICLE ARTIST - Jolyon Orme

[The scene then goes to the nearby carpark next to the highway, beach and the house. A red Feltzer pulls into the carpark and parks up next to the tree which is next to the beach and footpath.]

[The scene then goes to the nearby house with the yellow spiral staircase on the outside of the house.]

PRINCIPAL ARTISTS - Dave Cooper

PRINCIPAL ARTISTS - Iaian McNaughton

[The scene then goes to the Del Perro Pier and pans from the east of the pier to the north east of the pier. The scene then goes above the pier overlooking the rollercoaster from the sky.]

[The scene then goes to the north of Del Perro Pier, slightly below the pier and looking to the west of the pier.]

PRINCIPAL LIGHTING ARTIST - Owen Shepherd

[The scene then goes to the fitness zone on Del Perro Beach looking to the east of the beach.]

CUTSCENE MANAGER - Scott Wilson

[The scene then goes to a lifeguard post on the beach. The scene then goes to someone bathing on the beach. A dog runs past the person sun-bathing.]

2D/UI DIRECTOR - Stuart Petri

[The scene pans back to the houses and looks towards the footpath where we see Michael walking away from the therapists house. The scene then goes to the front of Michael where we see 2 runners running past Michael.]

MUSIC DIRECTOR - Craig Conner

[The scene then goes to a nearby cop telling a hobo/homeless man to walk away from the area.]

MUSIC PRODUCER - Ivan Pavlovich

[The scene then pans back to Michael walking by and we see the hobo/homeless

man stumbling into the footpath as Michael walks by.]

AUDIO DIRECTOR - Matthew Smith

Hobo/Homeless Man: (MOUTHED WORDS) "Ah, just fuck it!"

[The scene then shows Michael approaching a bench. Michael then sits down and absorbs the sun overlooking the beach.]

Michael De Santa: "I know just how you feel."

LEAD AUDIO PROGRAMMER - Alastair Macgregor

DIALOGUE SUPERVISOR - Will Morton

ORIGINAL SCORE - Tangerine Dream

ORIGINAL SCORE - Woody Jackson

ORIGINAL SCORE - Alchemist & Oh-No

Franklin Clinton: "Man, shit gotta be around here somewhere."

Lamar Davis: "Unless they buried it in the sand, fool."

Franklin Clinton: "Another brilliant Lamar Davis production."

[Franklin Clinton and Lamar Davis enter the scene. The scene pans to the front of Michael sitting down on the bench, wallowing in self pity. Franklin and Lamar walk past Michael as they are still talking to each other.]

ASSOCIATE TECHNICAL DIRECTORS - Phil Hooker

ASSOCIATE TECHNICAL DIRECTORS - Klass Schilstra

Lamar Davis: "Man, fuck you."

[The scene pans round to show Lamar asking Michael a question.]

Lamar Davis: "Hey excuse me, homie, can you tell me where Bertie Beach House is?"

Michael De Santa: "No, homie, I cannot."

Franklin Clinton: "Man, would you come on? Fuck!"

[The scene pans back round to show Michael sitting on the bench while Franklin and Lamar walk past. Eventually, Michael tells them where the house is.]

PROGRAMMING LEADS - Alex Hadjadj

PROGRAMMING LEADS - Ben Lyons

PROGRAMMING LEADS - Chris Swinhoe

PROGRAMMING LEADS - Colin Entwistle

Michael De Santa: "Actually, yeah..."

[Michael steps up from the bench and tells them where the house is, while pointing towards the house.]

PROGRAMMING LEADS - Daniel Yelland

PROGRAMMING LEADS - John Whyte

PROGRAMMING LEADS - Jonathon Ashcroft

Michael De Santa: "It's that house right there, with the yellow stairs."

[The scene pans round to show the house with the yellow stairs. Franklin and Lamar both pan their heads to see the house. The scene then pans back to see Michael standing next to the bench while Lamar thanks Michael for the directions.]

Lamar Davis: "Yeah, good looking out, homie, appreciate it."

Franklin Clinton: "Man, get your stupid ass on. Damn!"

[The scene pans to show Franklin talking to Lamar.]

LEAD SCRIPTERS - Benjamin Rollinson

LEAD SCRIPTERS - Kenneth Ross

LEAD SCRIPTERS - Matthew Booton

Franklin Clinton: "Why don't you ask him if he knows the fucking owner? Or better yet,"

LEAD SCRIPTERS - Robert Bray

LEAD SCRIPTERS - Ross Wallace

Franklin Clinton: "do some sky writing that reads 'there's a couple of niggas here about to boost some cars in case somebody didn't realize.'"

[The scene pans to show Lamar talking to Franklin.]

STUDIO DIRECTOR - Andrew Semple

Lamar Davis: "See, what you don't realize, is that we ain't boosting. This shit is legit business."

[The scene pans back to Franklin.]

Franklin Clinton: "Legit? Oh yeah, I forgot, huh?"

ASSISTANT PRODUCER - William Mills

Franklin Clinton: "401Ks, tax returns and all. Yeah, right."

[The scene pans back to Lamar.]

Lamar Davis: "You the one all pumped up on doing this lick, nigga. I'm getting my money in the hood. I'm straight, fool."

CO-PRODUCER - Imran Sarwar

[The scene pans back to Franklin.]

Franklin Clinton: "I'm cool."

Lamar Davis: "You cool?"

Franklin Clinton: "Cool what?"

[Camera pans to show Franklin's face from the right-hand side.]

Franklin Clinton: "Slinging dope and throwing up gang signs? Yeah, right."

PRODUCER - Leslie Benzies

[The scene shows Franklin and Lamar walking towards the house while the camera is further out to show the stairs and the hobo/homeless man near the bin.]

Lamar Davis: "Whatever, homie."

[The scene then goes to the back of the house where we see Franklin and Lamar walking towards the back gate.]

Lamar Davis: "Yeah, homie, this the spidnol right here."

EXECUTIVE PRODUCER - Sam Houser

Lamar Davis: "Your boy Simeon wasn't bullshitting."

[Franklin opens the back gate.]

Franklin Clinton: "Man, get your ass in there."

Lamar Davis: "Bring your ass, fool. You're always trying to boss somebody. Come on."

[Scene ends... you then take control of Franklin Clinton, the next mission begins automatically.]

North Yankton State Patrol drives a Esperanto (Limited Albany Design - Police Patrol - White with the North Yankton State Patrol colours, logos and style)

North Yankton State Patrol drives a Rancher XL (Limited Declasse Design - Police Patrol - White with the North Yankton State Patrol colours, logos and style)

*Bobcat Security drives a Securicar (Limited Brute Design - Securicar - White with

the Bobcat Security colours, logos and style)*

Getaway Driver drives a Rancher XL (Limited Declasse Design - Rancher XL - Grey)

Franklin Clinton drives a x (Limited x Design - x - Red)

****TO GAIN A GOLD****

[] Complete: Just to complete the mission

=====

mis2

=====

MISSION 2 - Franklin & Lamar

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to wear the Blue Shirt, Jeans Outfit); Required (to play as Franklin Clinton)

MISSION STARTING POINT: Bertoit Beach House, 1373 Great Ocean Hwy, Del Perro Beach, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Franklin Clinton

MISSION VEHICLE: Rapid GT (Limited Dewbauchee Design - Rapid GT - Red); 9F Calario (Limited Obey Design - 9F Calario - White); Buffalo (Limited Bravado Design - Buffalo - White)

MISSION PAYMENT: \$250.00

MISSION ACHIEVEMENT: unlocked achievement (Welcome To Los Santos - 10gamerpoints); unlocked safehouse (4 Forum Dr, Strawberry, Los Santos, Los Santos County, San Andreas, USA.)

UNLOCKED ABILITIES: unlocked ability (ability to use the Softtop); unlocked ability (ability to use the Headlights); unlocked ability (ability to change the Radio Stations); unlocked ability (ability to use Cooldown Period to hide from pursuing LSPD/SAPD Law Enforcement); unlocked ability (ability to use Safehouse Garages); unlocked ability (ability to use the Safehouse)

UNLOCKED SPECIAL MISSIONS: mission unlocked (SAFEHOUSES - FRANKLIN'S 1ST SAFEHOUSE - MISSION 1 - Bong); mission unlocked (SAFEHOUSES - FRANKLIN'S 1ST SAFEHOUSE - MISSION 2 - SLEEP); mission unlocked (SAFEHOUSES - FRANKLIN'S 1ST SAFEHOUSE - MISSION 3 - TV); mission unlocked (SAFEHOUSES - FRANKLIN'S 1ST SAFEHOUSE - MISSION 4 - DRINK BEER)

UNLOCKED STORY: story revealed (you'll meet Jimmy De Santa, Michael's son, who is trying to buy the yellow BeeJay XL SUV which you reposses later on during the game)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: <none>

WHAT YOU WILL NEED: <none>

(CUTSCENE/INTRODUCTION TITLES) (mis1:credits)

After the cutscene, follow Lamar to the cars at the front of the house. Once done,

Lamar will ask you to choose a car to steal. The choice is yours. The white car is nicer than the red. Once you have picked a car, a cutscene will begin.

(CUTSCENE)

After the cutscene, follow Lamar back to the showroom garage in Davis. While following Lamar, gain speed and then press the L-Stick down and the R-Stick down to trigger Franklin's Special Ability (Focused Driver).

Follow Lamar onto the Great Ocean Hwy and turn right onto Bay City Incln. Cut across Bay City Ave and turn onto Del Perro Blvd. Continue following Lamar onto S Del Perro Blvd. Hang right and continue following Lamar onto Movie Star Wy. Continue following Lamar onto Heritage Wy and then through the Richards Majestic Film Studios on Industry Psg. Avoid hitting the Aliens to gain an extra percentage score for this mission. When I mean avoid, I mean do not hit the Aliens (We Come In Peace).

Tip: To gain this achievement, when you reach the gate at the front to enter the movie studio, go into Focus Mode and this will make it easier to avoid hitting the Aliens and will gain you the achievement (We Come In Peace).

Continue following Lamar out of the other end of the studio lot and onto Red Desert Ave and then a sharp left turn to avoid the reversing truck. Continue following Lamar down the alleyway and onto N Rockford Dr and then onto San Andreas Ave and then onto Prosperity St.

Continue following Lamar while jumping over the bridges. Use the L-Stick to control your movements in the air while using your brakes to control the car when it lands. Once done, turn left onto Palomino Ave and continue following Lamar. Continue following Lamar onto Lindsay Crcs.

Continue following Lamar onto Calais Ave and then onto Vespucci Blvd. Continue following Lamar into a multi-storey carpark between La Puerta Fwy, Vespucci Blvd and San Andreas Ave. Continue following Lamar out of the parking lot and onto San Andreas Ave that cuts underneath the Daily Globe building. Come out of that road and continue following Lamar through the road that goes underneath the Arcadius Business Center building straight ahead. Continue following Lamar into the Union Depository building. Once you arrive in the outdoor carpark, a cutscene will begin.

The race you and Lamar did will gain you 1st place in the race (Winner). Tip: To gain this achievement, when you get to the carpark under the Arcadius Business Center building, go into Focus Mode and drive flat-out past Lamar and into the Union Depository carpark. Afterwards, reach the other carpark outside to complete the achievement. Also, make sure you get the car back to the dealership without a scratch (Not A Scratch).

(CUTSCENE)

After the cutscene, you'll gain a instant 2 star wanted level. Flee the scene and lose the cops. Once done, head back to the dealership, Premium Deluxe Motorsport, on Power St in Pillbox Hill.

Once you arrive, drive around to the back and park in the service bay inside the back of the dealership. A cutscene will begin.

(CUTSCENE)

After the cutscene, walk into the showroom area and a cutscene will begin.

(CUTSCENE)

After the cutscene, follow Lamar to the parking lot around the back of the dealership and get into Franklin's car. Once in the car, drive back to Franklin's house. Once you arrive, park your car into the garage. A cutscene will begin.

(CUTSCENE)

Eventually after the mission, you'll receive a call from Simeon Yetarian.

(CALL FROM SIMEON YETARIAN).

After the call, the mission will be complete.

I suggest that you save the game and explore the city and state. Yes, you now have no borders to stop you from exploring, isn't it great?! Anyways, have fun!

Franklin Clinton drives a x (Limited x Design - x - Red)

*CARS THAT ARE BEING REPOSSED IN THIS MISSION ARE:

*> x (Limited x Design - x - Red)

> x (Limited x Design - x - White)

NOTE: inside the back of the dealership, when you bring the car into the service bay, you'll see Michael's son, Jimmy, buying a yellow BeeJay XL.

TO GAIN A GOLD

[] Not A Scratch: Deliver the repo car with minimal damage

[] Focused Driver: Use Franklin's special ability for 00:07secs

[] Winner: Win the race against Lamar

[] We Come In Peace: Avoid hitting any aliens in the Richards Majestic Film Studios

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mis3

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MISSION 3 - Repossession

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Franklin Clinton)

MISSION STARTING POINT: Premium Deluxe Motorsport, 14 Adams Apple Blvrd, Pillbox Hill, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Simeon Yetarian

MISSION VEHICLE: Bullet (Limited Vapid Design - Bullet - Dark Grey Chrome);
Baggar (Limited The Western Motorcycle Company Design - Baggar - Green)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: unlocked vehicle (Baggar (Limited The Western Motorcycle Company Design - Baggar - Green))

UNLOCKED ABILITIES: unlocked ability (ability to use Cover), unlocked ability (ability to do Drive-By Shooting), unlocked ability (ability to Climb), unlocked ability (ability

to use Armor), unlocked ability (ability to do Headshots), unlocked ability (ability to set fire to Fuel Trails), unlocked ability (ability to open and use Locked Garages)

UNLOCKED SPECIAL MISSIONS: <none>

UNLOCKED STORY: bleet revealed (add)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: S

WHAT YOU WILL NEED: Pistol

(CUTSCENE)

After the cutscene, walk to the back of the showroom and out into the service bay. From here, exit the service bay and into the carpark at the back of the dealership. Get into the Bullet (since its a fast car) and wait for Lamar to get into the car aswell. Drive to Magelian Ave in Vespucci Beach. You're after a bike owned by Esteban Jimenez who happens to be in the East Los Santos Vagos gang who are now based at Vespucci in West Los Santos. Once you arrive, turn onto Melanoma St and park

next to the gate and face the car towards the road exiting the area. Get out of the car and walk upto the gate. Watch Lamar as he climbs the gate. Walk upto the gate and press X to jump the gate. Once you are on the other side, continue following Lamar. He will walk upto a crazy homeless man who starts talking gibberish (lucky for me, I speak fluent in gibberish). Once done, continue following Lamar to the lockup at the end of this dead-end alleyway. Once you get to where the 3 garages

are, open the grey private garage first. Walk upto it to open it. Inside this garage contains some armor. Walk upto the armor to wear it. You'll need the armor in the next part of this mission. Next, open the garage next to the grey garage. Nothing. Finally, walk upto the big garage and a cutscene will begin.

(CUTSCENE)

After the cutscene, take the pistol and start firing bullets at the Vagos. Make your way down the alleyway using cover and exchanging bullets to the Vagos heads and bodies.

Exit the garage and use cover on the opposite side of the street once you have taken out the target crouched down (Headshot 1 Of 6). Use cover against the wall, take down the 2 targets on the balconies on either side of the street (Headshot 2 Of 6 & Headshot 3 Of 6). A target will appear on the construction site with a yellow jacket. Shoot the target. (Headshot 4 Of 6).

Exit from cover and advance down the alleyway. Eventually, a blue car will pull out and will crash. Shoot the blue flame to blow up the car (Trail Blazer). Follow Lamar to the exit.

Advance down the alleyway while using cover and exchanging bullets at the last 2 targets (Headshot 5 Of 6 & Headshot 6 Of 6). Eventually, the owner of the bike makes an escape and you'll now need to climb the gate and then quick-smart yourself to your car. Once inside your car, follow the bike and take out the rider using a pistol. Press and hold LB to fire your weapon from a vehicle

and aim while using the R-Stick. Taking out the rider will also be counted as part of the overall shooting accuracy (Accuracy). Once you have taken out the rider, get out of your car and get onto the bike. Either follow Lamar or meet him at the Hand Wash Car Wash on Innocence Blvd and don't waste time as this is a timed mission, so get there before 6 minutes and 30 seconds are up (Time), this also includes the cutscenes so you can always come back to redo this mission later on in the game.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

****TO GAIN A GOLD****

[] Time: Complete the mission within 06:30mins

[] Trail Blazer: Shoot the gasoline trail

[] Headshots: Kill 6 enemies with a headshot

[] Accuracy: Finish the mission with a shooting accuracy of at least 70%

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mis4

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MISSION 4 - Complications

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Franklin Clinton)

MISSION STARTING POINT: Premium Deluxe Motorsport, 14 Adams Apple Blvd, Pillbox Hill, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Simeon Yetarian

MISSION VEHICLE: <none>; BeeJay XL (Limited Karin Design - BeeJay XL - Yellow)

MISSION PAYMENT: \$100.00 (Franklin Clinton); \$0.00 (Michael De Santa)

MISSION ACHIEVEMENT: <none>

UNLOCKED ABILITIES: unlocked ability (ability to use Stealth); unlocked ability (ability to use Stealth Attacks)

UNLOCKED SPECIAL MISSIONS: unlocked special mission (Strangers & Freaks - Tasks); unlocked special mission (Hobbies & Pastimes - Tasks)

UNLOCKED STORY: story revealed (Jimmy lives at 1 Portola Dr in Rockford Hills); story revealed (Simeon is talking to Mr. Kenneth in a red Declasse Premier)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: S

WHAT YOU WILL NEED: Pistol

(CUTSCENE)

After the cutscene, drive to 1 Portola Dr in Rockford Hills. While driving to the house,

you'll receive a call from Simeon.

(CALL FROM SIMEON YETARIAN)

After the call, continue driving to the house. Once you arrive, get out of the car and find away into the property. Climb the brown gate near where you parked your car on the yellow marker. Once done, press L-Stick Button to enter stealth mode. Slowly walk to the back of the gardener. While unarmed, press and hold LB and then whack him by pressing B (Dirt Nap). Once done, sneak to the back of the house and try to enter the doors. Nothing. Ok, continue scouting around the house and eventually

you'll see a pickup truck parked up in the parking area at the side of the house. Climb the truck till you reach the roof of the parking area. Climb into the window of the bathroom and slowly sneak around the house. You can listen in on the conversations so long as you don't get caught. Continue down the stairs at the far end of the room. Slowly walk down the stairs. Once at the bottom, continue sneaking around the house till you make it to the garage. Get into the car and exit the garage. Head back to the dealership. On your way there, you make a call to Simeon to let him know that you repoed the car.

(CALL TO SIMEON YETARIAN)

After the call, continue driving to the dealership. Eventually, Michael will wake up and he will put his gun to your head. Continue driving to the Vapid Downtown Showroom on Adams Apple Blvrd. Once you arrive, wait at the red lights next to the Vapid Downtown Showroom. A cutscene will begin.

(CUTSCENE)

After the cutscene, ram the car into the window nearest to the carpark. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. You now fight against Simeon Yetarian inside the dealership. Press B to punch, A to kick, X to dodge and B after dodging to counter attack.

Knock out Simeon Yetarian and a cutscene will begin (Can't Touch This).

(CUTSCENE)

After the cutscene, the mission will be complete. You can re-complete this mission and skip cutscenes to gain gold for this mission (Time).

After the mission, head back to the Premium Deluxe Motorsport on Power St in Pillbox Hill to do the "Simeon Yetarian" random events mission (sec:x:misx). Make sure you do this mission before the "Mr. Philips" story mission (mis15).

****TO GAIN A GOLD****

[] Time: Complete the mission within 05:00mins

[] Can't Touch This: Take no damage during the fight with Simeon

[] Dirt Nap: Knock out the gardener with a stealth attack

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mis5

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MISSION 5 - Father/Son

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa, Franklin Clinton); Required (to wear the Shirt, Shorts Outfit with the Farshtunken Smoke Aviators street glasses)

MISSION STARTING POINT: Michael De Santa's House, 1 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Michael De Santa

MISSION VEHICLE: Sentinel (Limited Ubermacht Design - Sentinel - Red)

MISSION PAYMENT: \$0.00; -\$FREE (Repair Only)

MISSION ACHIEVEMENT: mobile contact unlocked (Michael De Santa); mobile contact unlocked (Jimmy De Santa)

UNLOCKED ABILITIES: unlocked ability (ability to use Customs Shops); unlocked ability (ability to call for a Taxi)

UNLOCKED SPECIAL MISSIONS: mission unlocked (STRANGERS & FREAKS - MISSION 1 - Introduction)

UNLOCKED STORY: story revealed (Jimmy sold his dad's boat); story revealed (Hao, the owner of Los Santos Customs in LSIA, is Franklin's friend); story revealed (Michael's boat is a Red Marquis); story revealed (Michael's boat is called Jacqueline); story revealed (Michael is resting by the pool at the back of his house while listening to "I Don't Care Anymore" by Phil Collins)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: M

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, head to the front of the house and get into Amanda's car. Eventually, you'll receive a call from Jimmy explaining about your boat (Red Marquis) being sold by Jimmy and that the guys he sold it to are stealing it rather than paying for it. The call ends and obviously Michael isn't happy. Change of plans. Head to the car and follow the route down the Western Hwy (also known as W Eclipse Blvd) until you catch up with Jimmy and Michael's boat. Continue pursuing the boat and get along side the truck to allow Franklin to jump aboard. A cutscene will begin.

(CUTSCENE)

After the cutscene, Franklin will need your help. Be careful and shoot the target holding Franklin. Soon after, Jimmy will be pushed over the road by the boat's mast. Pull up underneath the mast to allow Jimmy to fall into the back of your car (Quick Catch). Then wait around for Franklin to ask for you to drive near to the back of the boat. Franklin will then land on the bonnet on the

front of the car. A cutscene will begin.

(CUTSCENE)

After the cutscene, Amanda's car will suddenly give smoke and the boat will fade away in the distance. While on the bridge, in the distance, you can see a Police Prison Bus (Easter Egg).

Michael, tormented by Jimmy's actions, is upset about the lose of his boat, Jacqueline. He then asks Franklin to call for a cab so that Michael can arrive back home in peace. Franklin will drive the car back to

Michael's house along with Jimmy. Make your way to the Los Santos Customs on Greenwich Pkwy in Los Santos International Airport.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, add whatever you want to the car, but remember, it will cost you alot. Just do a repair and you're done. The repair is free.

Now, you can choose to add your own upgrades into the car, then drive it back.

Don't. Instead, you can make sure Franklin has enough money to purchase the property Los Santos Customs in Harmony near Sandy Shores.

The property will let you add free parts, repairs and free upgrades whenever you want.

Once done, exit the customs garage and drive back to Michael's house on Portola Dr in Rockford Hills without scratching the car (Not A Scratch).

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

NOTE: Michael De Santa's boat is a Marquee (Limited Dinka Design - Marquee - Red)

NOTE: Tracey De Santa drives a Issi (Limited Weeny Design - Issi - Yellow & Red)

NOTE: Amanda De Santa drives a Sentinel (Limited Ubermacht Design - Sentinel - Red)

NOTE: Jimmy De Santa used to drive a BeeJay XL (Limited Vapid Design - BeeJay XL - Yellow & Black Rooftop)

After the mission, switch back to Franklin and do the introduction mission to Strangers & Freaks which will unlock Mission 6 in Story Missions. See Mission 1 of Strangers & Freaks (sec:strangersandfreaks:mis1) for further details.

****TO GAIN A GOLD****

[] Quick Catch: Rescue Jimmy within 00:10secs

[] Not A Scratch: Deliver Amanda's car with no damage

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mis6

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MISSION 6 - Chop

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to complete Mission 1 of Strangers & Freaks to activate Story Mission 6 "Chop"); Required (to play as Franklin Clinton)

MISSION STARTING POINT: Franklin Clinton's House, 4 Forum Dr, Strawberry, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Franklin Clinton

MISSION VEHICLE: <none>; Speedo (Limited Vapid Design - Speedo - White)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: unlocked ability (ability to do Franklin's special ability); story revealed (Chop used to be Lamar's dog); story revealed (the girl in the alleyway is little Leita's girl); unlocked ability (ability to see through Chop's eyes); unlocked ability (ability to open doors); unlocked ability (ability to download and use the iFruit App with Chop The Dog as a minigame for your iPhone, Android, Windows Phone, smartphone device or tablet. Available to download from <http://rockstargames.com/v/downloads> - see <http://rockstargames.com/v> for further details)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: F

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, follow Lamar around the block with his dog Chop. Once you get to Lamar's House, around the side alleyway is Lamar's Speedo, which is a white van and has the license plate "LAMAR G" on the front of it. Get into the van and drive. Once in the van, drive to 11 Clinton Ave in Downtown VineWood to see OG D. Once you arrive, a cutscene will begin. You can use Franklin's Special Ability while driving to the meeting point with OG D. This will unlock the required milestone for the gold medal (Advanced Reflexes).

(CUTSCENE)

After the cutscene, run back to the van and get in. Chase the OG as he escapes. During the chase, Lamar will ask you to do that special driving thing that you do. This is your call to press the L-Stick Button and R-Stick Button together to do Franklin's Special Ability. Continue chasing the OG as he tries to escape. Eventually, he turns and drives down Simmet Aly and through Simmet Alley Shopping Center in Textile City until he crashes into a Bus. Pull up. A cutscene will begin.

(CUTSCENE)

After the cutscene, follow Chop through the Dashound Bus Depot on Swiss St while avoiding the buses and tourists. Keep chasing the target. He will climb the fence, so you climb the orange container next to the rusty broken bus. You will see Chop. Follow Chop while climbing, jumping and running to catch up to the target. You will see 2 pickup trucks up ahead. Vault over them by running and then pressing X. Continue chasing the target. Up ahead is a wooden fence, bash through it.

A cutscene will begin.

(CUTSCENE)

After the cutscene, continue following the target. Climb over the empty Train Boxcars and then climb to get into the empty Train Boxcars and turn right. Continue following the target and then a cutscene will begin.

(CUTSCENE)

After the cutscene, switch to Chop through Quick-Switch mode.

Once done, switch back to Franklin when quick-switch mode becomes available again. Once back as Franklin, search the boxcars by walking upto a boxcar and pressing > on the d-pad to open the boxcar door. Nothing. Eventually, Chop will run away from

you. Switch to Chop and see what he gets upto. It's funny, right? You can, choose to call Chop back by pressing > on the d-pad while playing as Franklin or you can continue to watch the confusion through both Franklin's and Chop's eyes. This will be

more than 10 seconds, so enter Chop's perspective and watch as the mystery unfolds (Homedog).

Ok, now, once you have done laughing and almost peeing in your pants, continue with the REAL mission at heart. Continue searching the boxcars till you find the target. Once you found him, a cutscene will begin.

(CUTSCENE)

After the cutscene, switch to Chop to see him tackle the Balla to the ground which I still think is hilarious. A cutscene will begin.

(CUTSCENE)

After the cutscene, exit Mirror Railyard and turn right onto Swiss St. Head back to Lamar's House on 1 Forum Dr. While driving back to Lamar's House, Lamar calls the FIB on his cellphone. Anyways, after that, stop the van and a cutscene will begin.

(CUTSCENE)

After the cutscene, drop Lamar off at B.J. Smith Recreation Center And Park on Carson Ave in Chamberlain Hills without a scratch on Lamar's van (Not A Scratch). Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, Lamar will call you.

(CALL FROM LAMAR DAVIS)

During the call, Lamar will let you know that Chop will be staying at your place. Chop now becomes your pet.

After the call, the mission will be complete.

****TO GAIN A GOLD****

[] Not A Scratch: Complete with minimal damage to Lamar's van

[] Homedog: Enter Chop's perspective for 00:10secs

[] Advanced Reflexes: Use Franklin's special ability for 00:07secs

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mis7

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MISSION 7 - Marriage Counseling

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Franklin Clinton, Michael De Santa)

MISSION STARTING POINT: Michael De Santa's House, 1 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Michael De Santa

MISSION VEHICLE: Bison (Limited Bravado Design - Bison - White)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: mobile contact added (Lester Crest: add); unlocked missions (Shooting Ranges - Hobbies & Pasttimes - Tasks); unlocked missions (Therapy - Hobbies & Pasttimes - Tasks); mobile contact added/removed (Kyle Chavis: 611-555-0191)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: M

WHAT YOU WILL NEED: <none>

Michael's Version (mis7:1)

(CUTSCENE)

In Michael's version, you see Michael wondering why no one is home. He rushes upstairs to find that his bedroom door is locked.

He goes back downstairs and decides to have a cigarette on the front porch. He sees 2 tennis racks, 1 pink and 1 blue, lying next to each other on the front porch. He suspects the worse and rushes back upstairs to find Amanda standing outside the bedroom door

wearing nothing but a towel on. Hmmm, hot and sexy. :P

Michael then bashes his bedroom door in to find Kyle Chavis, the tennis coach, standing on Michael's bed with nothing but a lion-pattern print underwear on. Kyle then bashes through the bedroom window and onto the balcony. He then jumps down and lands on the porch.

Kyle then flees the house. Michael, enraged by Amanda's lies, decides to rush downstairs to catch upto Kyle and then Franklin walks in the scene. This is where Franklin's cutscene takes place.

After the cutscene, continue onto Part 3 (mis7:3)

Franklin's Version (mis7:2)

(CUTSCENE)

In Franklin's version, you see Franklin walking upto the house and then you see the tennis coach jump through the gold-pattern glass window and onto the ground in front of Franklin. Kyle then rushes away from the area grabbing the nearest car in the area. Kyle then flees the scene.

Franklin then walks upto the front door of the house to find Michael and Amanda standing in Franklin's way. This is where the last scene took place.

After the cutscene, continue onto Part 3 (mis7:3)

CONTINUE (mis7:3)

After the cutscene, you take control as Michael and you drive Michael's pickup truck. follow Kyle back to his house. Eventually, a camper van will block the road and you will lose sight of Kyle. That's ok, Michael knows that Kyle lives somewhere up in the canyon.

Continue on Hillcrest Ave until you reach Hillcrest Ridge Access Rd. Drive onto this and you should see Kyle's car crashed. Continue a little more forward and you should see Kyle standing on the balcony of a nice richly mansion above. Once you reach your destination, a cutscene will begin.

(CUTSCENE)

After the cutscene, get back into the truck and use the accelerator to bring the house down. It takes three times to bring this down. Accelerate once, twice, three times a manny... urr... lady. Yeah!! Once done, leave the area and head back to Michael's House. On the way back to Michael's House, you'll receive a call from Kyle Chavis (611-555-0191).

(CALL FROM KYLE CHAVIS)

After the call, a couple of goons will try and take you down. Take them out using Drive-By Shooting (Drive-By Killer).

Once done, head back to Michael's House on Portola Dr in Rockford Hills without a scratch (Not A Scratch).

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

Shortly after the mission, another cutscene will begin.

(CUTSCENE)

During the cutscene, we see Michael sitting on a bench in Burton Park in Burton on Las Lagunas Blvd.

Michael receives a call from Lester Crest.

(CALL FROM LESTER CREST)

After the call, Michael then calls Dr. Isiah Friedlander.

(CALL TO DR. ISIAH FRIEDLANDER)

After the call, continue on with the missions or do other things at your hearts content.

Make your way back to Michael's House and change into Michael's suit. Once done, continue onto MISSION 8 of Hobbies & Pasttimes (Therapy - Hobbies & Pasttimes - MISSION 2 - Chaos: sec:hobbiesandpastimes:mis8:mis2).

After you have done the therapy session, head back to Michael's House to do the next mission.

Micheal drives a Bison (Limited Vapid Design - Bison - White)

Kyle drives a Blista Compact (Limited Dinka Design - Blista Compact - Red)

****TO GAIN A GOLD****

[] Not A Scratch: Complete with minimal damage to the Bison

[] Time: Complete the mission within 05:30mins

[] Drive-By Killer: Kill 3 enemies whilst in a vehicle

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mis8

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MISSION 8 - Daddy's Little Girl

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: Michael De Santa's House, 1 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Michael De Santa

MISSION VEHICLE: Tailgater (Limited Obey Design - Tailgater - Black); Scortcher (Limited Whippet Design - Scortcher - Yellow); Seashark (Limited Speedyville Design - Seashark - Black)

MISSION PAYMENT: -\$40.00; \$0.00

MISSION ACHIEVEMENT: unlocked ability (ability to ride a bicycle); unlocked ability (ability to swim); unlocked ability (ability to drive a Seashark); story revealed (Tracey is doing a sexy-sexy dance on the table on the yacht for porn producers, porn directors and potential film directors and producers)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: M

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, drive to the Mr. Spoke Bike Rental on Bay City Ave in Vespucci Beach. Once you arrive, get out of the car and walk to the Mr. Spoke Bike Rental on Vespucci Sidewalk. Once you arrive, get on to a bike. Any bike. You can choose to either:

A): Let Jimmy win the race from the Mr. Spoke Bike Rental to the end of Del Perro Pier. Stay on the bike during the race (Stabilizer).

-OR-

B): Let Michael win the race from the Mr. Spoke Bike Rental to the end of Del Perro Pier. Stay on the bike during the race (Stabilizer).

Press LT to apply the front brakes or press RT to apply the back brakes. Press and hold LT to reverse. Press and hold A to cycle and tap A to cycle faster.

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, run towards the broken ledge of the pier and press X to jump into the water. Once in the water use the L-Stick to control movement. Press and hold A to swim. Tap A to swim faster. The light blue bar underneath the radar represents your oxygen level. If it drops pass the flashing red oxygen level, then the remaining oxygen will be taken out on your health instead. Swim to USS Dignity out in the ocean (Faster Than Fish). Once you make it to the yacht, climb aboard. A cutscene will begin.

(CUTSCENE)

After the cutscene, press and hold RT to accelerate on the Seashark. Press and hold LT to reverse. Press and hold RB and then use the L-Stick to make a sharp turn. Go into the outlet and continue down the tunnel until you reach the far end. Use a sharp turn and hang to the right. Exit the tunnel into Vespucci Canals. Continue through the canals as a straight shot to the far end. At the far end you should see a tunnel. Go into the tunnel and then at the far end, make a sharp left then a sharp right. Continue straight and then turn right and a full shot (Fastest Speed) til you are back in Vespucci Sound.

Once you have made your escape from the targets, head back to Jimmy at the shore next to Del Perro Pier. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the mission, another cutscene will begin.

(CUTSCENE)

During the cutscene, we see Michael smoking while watching the ocean at the far end of Del Perro Pier on Del Perro Pr in Del Perro.

After the cutscene, the mission will be complete.

****TO GAIN A GOLD****

[] Fastest Speed: Reach top speed on the Seashark

[] Stabilizer: Don't fall off the bicycle

[] Faster Than Fish: Swim to the boat within 01:00min

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mis9

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MISSION 9 - Friend Request

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: Lester Crest's House, 6 Amarillo Vsta, El Burro Heights, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Lester Crest

MISSION VEHICLE: <none>

MISSION PAYMENT: -\$188.00; \$0.00

MISSION ACHIEVEMENT: unlocked ability (ability to buy clothing); unlocked clothing (Vests - Rearwall Black Gilet); unlocked clothing (Shorts - Cream Cargo Shorts); mobile contact added/removed (Jay Norris: 328-555-0167); mobile contact added (Rickie Lukens: 611-555-0140); unlocked missions (sec:xx)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: L

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, drive to SubUrban on Hawick Ave in Hawick. Once you arrive, get out of your car and enter the shop.

Once you enter the store, a cutscene will begin.

(CUTSCENE)

After the cutscene, walk upto the railing for the vests and press > on the d-pad to start browsing. From here, buy a Rearwall Black Gilet for \$120. Press A to make the purchase. When done, press B to exit the railing. Next, walk over to the shorts and press > on the d-pad to start browsing. Buy a Cream Cargo Shorts for \$68.

Press A to make the purchase. When done, press B to exit the railing. Once done, walk out of the store and get back into your car. Head to the Lifeinvader Building on Del Perro Blvd. Park up in the parking space where the yellow marker is shown.

Once done, get out of your car and walk to the rear entrance of the building which is on Dorset Dr. Once you're at the rear entrance, a cutscene will begin.

(CUTSCENE)

After the cutscene, follow the programmer to the IT Room. Once there, a cutscene will begin.

(CUTSCENE)

After the cutscene, remove all the popup virus messages from the desktop on the computer in a minimum of 32 seconds and then use the Antivirus Software (Popups Clear) in the middle left-hand-side of the screen to complete this task. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, enter the Demo Room and a cutscene will begin.

(CUTSCENE)

After the cutscene, exit the building by walking back down the hall, then down the stairs, then down the next hall and then out of the rear entrance. Once done, get back into your car and head back to your home in Rockford Hills.

Once you arrive, park up and then exit your car. Head inside your house. Walk into the livingroom to where Tracey is sitting on the sofa. A cutscene will begin.

(CUTSCENE)

After the cutscene, use the TV Remote by moving your finger on the L-Stick to the left or to the right to change channels. Change the channel to Weazel News to watch "The Keynote". Once Jay Norris has revealed the Lifeinvader Mobile device, choose to either:

A): Call in to the device to blow it up along with Jay Norris once he has revealed the device. The number to dial is listed in your contacts as Jay Norris (328-555-0167)

-OR-

B): Not call and end up failing the mission.

Once you have called Jay Norris' phone and once he has answered the call, the mission will be complete.

After the mission, you can trade Lifeinvader shares through the stock exchanges of either Bawsaq (www.bawsaq.com) or The Liberty City National Index Stock Exchange (www.lcn-exchange.com) online using either your Internet App on your mobile device or by going to a laptop or computer and accessing the Internet from the desktop. For more information on obtaining the XBOX 360 Achievement/XBOX ONE Achievement/PlayStation 3 Trophy/PlayStation 4 Trophy, check the "Trading" section (sec:x).

Shortly after the mission, Rickie will call to ask you if he could be part of your team if you need a IT Technician. He's skilled and costly. You should think wisely when picking him.

(CALL FROM RICKIE LUKENS)

After the call, do nothing.

****TO GAIN A GOLD****

[] Popups Clear: Remove all the viruses from the desktop on the computer in the Lifeinvader building within 00:32secs

[] Time: Complete the mission under 08:30mins

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mis10

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MISSION 10 - The Long Stretch

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Franklin Clinton)

MISSION STARTING POINT: Franklin Clinton's House, 4 Forum Dr, Strawberry, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Franklin Clinton

MISSION VEHICLE: Emperor (Limited Albany Design - Emperor - Dark Blue with a Black Hardtop)

MISSION PAYMENT: +\$1406.00 (if you are skint, Lamar will give you \$1406 to spend on weaponry in the store); -\$480.00; \$0.00

MISSION ACHIEVEMENT: story revealed (Magenta is teaching The Forum Feminine Society in Franklin Clinton's House); story revealed (Stretch is out of the Bollingbroke Penitentiary); mobile contact added (Stretch)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: F

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, drive to Ammu-Nation on Adams Apple Blvd in Pillbox Hill. Once you arrive, get out of the car and enter the store.

Once you enter the store, a cutscene will begin.

(CUTSCENE)

After the cutscene, walk upto the counter and press > on the d-pad to browse the weapons on display. From here, buy the Pump Shotgun for \$8 and the Flashlight modification for \$472 by pressing A to make the purchases. Once done, press B to exit.

Once done, exit the store and get back in the car. Drive to Rogers Salvage & Scrap on Fringe Ln (off of S Arsenal St) in La Puerta. Once you arrive, get out of the car and follow Lamar and Stretch into the back of the building. Once you are at the Reception on the 2nd floor, a cutscene will begin.

(CUTSCENE)

After the cutscene, follow Lamar and Stretch into the hallway through the double-doors and you will come across 5 Ballas (Targets 1, 2, 3, 4 & 5 Of 10). Take them out. Advance into the next hallway on your left. Get behind some cover while Lamar detonates the doors. 2 Ballas will enter the hallway, take them out. (Target 6 Of 10 & Target 7 Of 10).

Advance into the next room where you will encounter 4 Ballas (Targets 8, 9, 10 & 11 Of 10). Take them out. Continue following Lamar and Stretch into the next room and down the stairs into the next hallway. 1 Balla will come up the stairs on the next level, take him out. (Target 12 Of 10). Continue down the stairs. Go into the next hallway and get

into cover behind the box on your left. Take out the 4 Ballas (Targets 13, 14, 15 & 16 Of 10) and then continue into the next hallway down your left through the double-doors. Take out the 10 Ballas in this room (Targets 17, 18, 19, 20, 21, 22, 23, 24, 25 & 26 Of 10). One of them will set off an explosive and this will trigger a 3 star wanted level

and will also cause a fire in the room. Follow Lamar and Stretch to where they are pointing towards the next hallway. Instead of entering the next hallway, go behind Lamar and up the stairs to where you will find a SMG waiting for you. Pick it up and then advance into the next hallway. 1 Balla will enter through the double-doors on the other side of the hallway.

Take him out (Target 27 Of 10). Continue into the next room where you will find a fire door on the far left. Exit the building through this door and a helicopter will be near you. Take it out using the SMG that you found earlier. Once done, continue down the fire escape to ground level. Follow Lamar and Stretch up the ladder on your far right at the bottom of

the stairs. Take out the other helicopter and continue across the metal gangway. On the other side of this gangway you will see a set of rusty broken grated rooftops. Run across these and then scale the brick wall with Lamar and Stretch to continue. On

the other side of the wall, get into the car and then exit the area. Lose the cops and then get Lamar and Stretch back to Franklin's House on Forum Dr in Chamberlain Hills with minimal health and armor (Unmarked). Once you arrive, a cutscene will begin.
(CUTSCENE)
After the cutscene, the mission will be complete.

****TO GAIN A GOLD****

- [] Accuracy: Finish with a shooting accuracy of least 50%
- [] Headshots: Kill 10 enemies with a headshot
- [] Unmarked: Complete with minimal damage to health and armor
- [] Time: Complete the mission under 10:30mins

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mis11

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MISSION 11 - Casing The Jewel Store

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: The Darnell Bros Garment Factory, 12723 Popular St, La Mesa, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Lester Crest

MISSION VEHICLE: <none>

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: story revealed (The Irish Mob based in Liberty City were part of Michael's team back in the day in GTA IV, GTA IV TLAD and GTA IV TBOGT); story revealed (Niko Bellic is supposedly the one who "went quiet" in GTA IV)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: L

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, get into your car and head to CaCa on Portola Dr in Rockford Hills. Once you arrive, get out of the car and walk to Vangelicos around the corner and up the pedestrian walkway known as Portola Dr Shopping Centre in Little Portola. Once you arrive outside of Vangelicos, head into the store.

To operate the hidden camera, press > on the d-pad. To take photos, press A. Use the R-Stick to pan/move the camera around and move the L-Stick up or down to zoom in or out. To exit the hidden camera, press > on the d-pad. While in the store, take a photo of the security keypad next to the managers office at the door near where you came in, mostly on your left (Photo 1 Of 3). Next, take a photo of a air vent which you will see on the

right on the ceiling near where you came in, above the Vangelico poster (Photo 2 Of 3). Finally, take a photo of a security camera. There is a security camera near where the security keypad is (Photo 3 Of 3). Before leaving, walk up to the counter in the center of the store to begin a cutscene.

(CUTSCENE)

After the cutscene, exit the store and head back to your car. Once in your car, turn around and take the left and at the far end of this part of the road to where the next intersection is you will see a construction site where there is a dark purple building. Stop here and get out of your car. Once out of the car, go through the cut-out in the wall and

take the stairs on the far end of the room to the top. At the top, turn right and take the ladder through the next door. Go up the ladder to reach the roof section. From here, you should see a path that crosses the roof tops on the far right. Take it all the way to the far end where you should see a metal walkway that has a ladder leading up to another

rooftop. From here, go around the the block to your left and then at the far end of this rooftop you should see the end of the roof. Take the roof at the far end nearest to where the ladder is, but do not take the ladder. Climb the roof and you should see a box on the top on the other side that bares similarity to a set of stairs, kind of.

Climb the boxes

to reach higher ground. From here, take a photo of the block air vent that you went around to get to here. Once done, exit the rooftops and get back in your car on street level. Once in your car, return to The Darnell Bros Garment Factory on Popular St in La Mesa. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you get to decide which approach to this mission you want to take. You can either:

A): Loud: Run through the front door and be as loud and attracted as possible. If you choose this option, move onto misx

If you picked this, you can choose between either Karim Denz or Eddie Toh to be the crew DRIVER. Remember that the less of the cut percentage means you get more money in the end. Think wisely.

Once done, you can choose between either Norm Richards or Gustavo Mota to be the crew GUNMAN.

Once done, you can choose between either Christian Feltz, Rickie Lukens or Paige Harris to be the crew HACKER.

Once done, you can choose to either confirm your choices by pressing A or to change options press B. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

-OR-

B): Smart: Play it smart and you could end up taking more of the loot home with you.

If you choose this option, move onto misx

If you picked this, you can choose between either Karim Denz or Eddie Toh to be the crew DRIVER. Remember that the less of the cut percentage means you get more money in the end. Think wisely.

Once done, you can choose between either Norm Richards or Gustavo Mota to be the crew GUNMAN.

Once done, you can choose between either Christian Feltz, Rickie Lukens or Paige Harris to be the crew HACKER.

Once done, you can choose to either confirm your choices by pressing A or to change options press B. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

****TO GAIN A GOLD****

[] Time: Complete within 08:00mins

[] Picture Perfect: Capture all 3 security features in one picture for each feature

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mis12

=====

MISSION 12 - Bugstars Equipment

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: Bugstars Pest Control, 59 Signal St, Brth 59, Port Of Los Santos - West Docks, Elysian Island, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Lester Crest

MISSION VEHICLE: <none>; 3x Burrito (Limited Declassé Design - Burrito - Blue and Red with the Bugstars Pest Control logo and telephone number)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: H

WHAT YOU WILL NEED: <none>

Once you arrive, sneak around to the back of the building by pressing L-Stick Button to go into stealth mode. Once at the back of the building, you will only need to take out

the 1 target who is doing check-counts on all his equipment in the van. Sneak up behind him and press B to whack him or quick-switch to a Knife weapon and press B to take him out

from behind while targetting him from behind. Once in the van, head back to the

garment factory. Once here, park the van underneath the bridge next to the factory to complete the mission.

TO GAIN A GOLD

[] Sneaky Pest: Steal the Bugstars van without being detected

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mis13

=====

MISSION 13 - BZ Gas Grenades

MISSION CATEGORY: Story Missions - Missions
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)
MISSION STARTING POINT: {intercept the Police Vans carrying the BZ Gas Grenades that is being transported to LSX every 2hrs}
MISSION FROM: Lester Crest
MISSION VEHICLE: <none>; Boxville (Limited Brute Design - Boxville - Grey with the Humane Labs And Research logo)
MISSION PAYMENT: \$0.00
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: {moving symbol} H
WHAT YOU WILL NEED: <none>

Once you arrive, follow the van. Either:

A): Blow up the doors on the back of the van, then lose the 3 star wanted level and get back to the garment factory. Once here, park the van underneath the bridge next to the factory to complete the mission.

-OR-

B): Steal the van, then lose the 1 star wanted level and get back to the garment factory to complete the mission.

TO GAIN A GOLD

[] Loose Cargo: Shoot open the back doors to release the cargo

=====

mis14

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MISSION 14 - The Jewel Store Job

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: The Darnell Bros Garment Factory, 12723 Popular St, La Mesa, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Lester Crest

MISSION VEHICLE: Primo (Limited Albany Design - Primo - Black); Bati 801 XL (Limited Pegassi Design - Bati 801 XL - White and Red); Benson (Limited Vapid Design - Benson - White and Green with the Pops Pills logo); (Limited Declasse Design - Burrito - Blue and Red with the Bugstars Pest Control logo and telephone number)

MISSION PAYMENT: Take (A)\$x.xx; Take (B)\$4,482,718.00; Crew Cut \$x.xx; Michael's Cut \$0.00; Lester's Cut \$x.xx; Franklin's Cut \$x.xx

MISSION ACHIEVEMENT: unlocked achievement (Diamond Hard); unlocked gamerpoints (20gamerpoints); mobile contact added to Franklin's phone (Lester Crest)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: L

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, follow the path below depending on which choice you made:

A (expensive option/reliable option) - Eddie Toh, Gustavo Mota & Paige Harris): add

-OR-

B (cheap option/unreliable option) - Karim Denz, Norm Richards & Paige Harris):

After the cutscene, get into the car parked outside on ground level. Once in your car, head to the construction site on Rockford Dr in Rockford Hills.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll play as Franklin. Head into the cut-out door in the purple wall. Once inside, go up the stairs to the top and then up the ladder on the far right. There should be another ladder, so take that aswell. Once you're at the rooftop, follow

the path all the way around until you get to the location where you took that final photo for the air vent. Once here, press and hold LT and then use the R-Stick to select the BZ Gas Grenades. Once done, while holding LB to aim, press RB to throw. Throw the grenades

into the air vent. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, steal all 20 sections in the store where the jewelry is. Once done, exit the store before the time is up. Once you exit the store, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll play as Franklin. Follow Karim & Norm. Cut through the traffic. Once you take control as Franklin, take the first left on Eastbourne Wy and then the next left on Heritage Wy. Continue down the straight of Dorset Dr til you come to the split in the wall above the

Del Perro Fwy. Jump off of the broken wall and land on the freeway below. Continue following Karim & Norm to the escape tunnel. Eventually, while following the guys, Norm falls off of his bike, when this happens pick up the bag with the cash in it. Keep going and then you'll be inside the escape tunnel.

Once here, Karim will ask you to wait (which will make it harder for you to complete this mission for a time score). After about a few seconds, he ends up taking a tunnel and then he complains about his bike not working on the mud for the escape tunnel. Eventually, you come out of the escape tunnel and into the LS Rvr where the game switches back to Michael in the truck. Use the truck to take out the cops marked in red on the screen. Keep doing this until they are all gone before you get to the rendezvous point at a jetty in the LS River Maintenance Department off of Carson Ave in Rancho.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, drive to the lockup off of Dutch London St and Roy Lowenstein Blvd in Rancho. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, another cutscene will begin.

(CUTSCENE)

****TO GAIN A GOLD****

[] Quick Grab: Steal the jewelry within 00:50secs

[] Protege Protected: Protect Franklin during the LS River chase

[] Clean Sweep: Steal the jewelry from all 20 glass cabinets

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mis15

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MISSION 15 - Mr. Philips

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa, Franklin Clinton, Trevor Philips)

MISSION STARTING POINT: Michael De Santa's House, 1 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Michael De Santa

MISSION VEHICLE: Bodhi (Limited Canis Design - Bodhi - Garment Red)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: activity unlocked (Tattoo Parlor); activity unlocked (Off-

Road Races); safehouse unlocked (Trevor Philips's Trailer, 31 Zancudo Ave, Sandy Shores, Blaine County, San Andreas, USA.); story revealed (Clay Simmons, Terry Thorpe, Ashley Butler and {if you let her live, then Ashley won't be in this list}/or Johnny Klebitz are now all dead); mobile contact added (Oscar Guzman)
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: M
WHAT YOU WILL NEED: <none>

Michael's Version (mis15:1)
(CUTSCENE)

In Michael's version, you see Michael saying bye to Amanda since she is off to do her yoga classes. He then goes into the livingroom to relax.
Franklin then walks in the scene. This is where Franklins cutscene takes place.
After the cutscene, continue onto Part 3 (mis15:continue)

Franklin's Version (mis15:2)
(CUTSCENE)

In Franklin's version, you walk into Michael's House and into the livingroom to start the cutscene where Franklin walks in to find Michael sitting on the sofa and then offering Franklin a drink.
This is where the last scene took place.
After the cutscene, another cutscene will begin.
(CUTSCENE) Continue onto Part 3 (mis15:continue)

CONTINUE (mis15:continue)

During the cutscene, you see Trevor Philips "fucking" Ashley Butler, Johnny Klebitz girlfriend. Johnny is the Chapter President of The Lost M.C. Johnny's not happy about the situation and Trevor puts his boot into Johnny's face which kills Johnny.
After the cutscene, you take control of Trevor Philips. You can choose to either:

A): let Ashley Butler live.

-OR-

B): you can whip out Trevor's gun and shoot her in the head.

Either way you choose, it's entirely upto you. Once done, get into your truck parked next to the garage at Trevor's trailer. Once you're in the truck, head to the farm at the far end of McKenzie Airfield on Seaview Rd in Grapeseed.
Once you arrive, a cutscene will begin.
(CUTSCENE)

After the cutscene, chase after the bikers, Clay Simmons and Terry Thorpe, and take down the bikers and continue following the van but do not damage it. When you come to do the jump, do not do it unless you got enough speed. Continue following the van back
to The Lost Outlaw Motorcycle Gang trailer park on Califia Rd in Stab City. Once you

arrive, get out of your truck and take down all the bikers in the area. On your far left-hand-side you should see a trailer that has 2 targets coming out of it. Take them down, inside this trailer is some ammo, a machine gun and armor. Once collected, head back outside and take down the rest of the bikers. Once done, get back into your truck and head to Ortega's Riverside Trailer at Zancudo Rvr and Rt 68 Apprch in Great Chaparral.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, press and hold RT to rev up and ram his trailer. A cutscene will begin.

(CUTSCENE)

After the cutscene, threaten Ortega by targetting him. You can choose to either:

A): kill him.

-OR-

B): or not to kill him.

Once done, get back into your truck and head to Ron's House at 30 Zancudo Ave in Sandy Shores. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

Once the mission is complete, you'll receive a call from Ron.

(CALL FROM RONALD "RON" JAKOWSKI)

After the call, you'll be able to continue onto the next mission at The Yellow Jack Inn on Rt 68 Apprch in Grand Senora Desert.

Call Wade to see if he has found Michael yet.

(CALL TO WADE HERBERT)

After the call, call Ron.

(CALL TO RONALD "RON" JAKOWSKI)

After the call, call Wade again to see if he has found Michael yet.

(CALL TO WADE HERBERT)

After the call, you'll receive an email from Southern San Andreas Autos.

****TO GAIN A GOLD****

[] No Survivors: Kill all fleeing bikers

[] Headshots: Kill 12 enemies with a headshot

[] Time: Complete within 12:00mins

[] Trailer Trashed: Cause \$5000 damage to Ortega's trailer

[] Lost And Damned: Kill Terry and Clay during the chase

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mis16

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MISSION 16 - Trevor Philips Industries

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

MISSION STARTING POINT: The Yellow Jack Inn, 1 Panorama Dr, Grand Senora Desert, Blaine County, San Andreas, USA.

MISSION FROM: Chinese

MISSION VEHICLE: Bodhi (Limited Canis Design - Bodhi - Garment Red)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: mobile contact added (Cheung, Jr.)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: C

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, drive to the Meth Lab at Liquor Ace on Algonquin Blvd in Sandy Shores. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, take out the 2 vehicles and 4 enemies that are outside. Once done, more will turn up in a vehicle, which will sweep out of control.

Once the vehicle has stopped, take out the targets using Trevor's special ability by pressing L-Stick Button and R-Stick Button together. Once done, head to the other side of the roof to take out more targets. A cutscene will begin.

(CUTSCENE)

After the cutscene, use the big gun to take out the rest of the targets. Once done, follow Chef down the stairs and into the shop. Take out the rest of the targets here including Ortega. Once done, head to the ice chests next to the store. A cutscene will begin.

(CUTSCENE)

****TO GAIN A GOLD****

[] Body Count: Kill 32 enemies

[] Unmarked: Complete with minimal damage to health and armor

[] Scrap Man: Destroy 6 vehicles

[] Time: Complete within 04:30mins

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mis17

=====

MISSION 17 - Nervous Ron

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

MISSION STARTING POINT: Trevor Philips's House, 31 Zancudo Ave, Sandy Shores, Blaine County, San Andreas, USA.

MISSION FROM: Trevor Philips

MISSION VEHICLE: Blazer (Limited Nagasaki Design - Blazer - Red); Cuban 800 (Limited Dinka Design - Cuban 800 - Blue and White stripes); Cuban 800 (Limited Dinka Design - Cuban 800 - Red and White stripes)

MISSION PAYMENT: -\$x.xx; -\$FREE; \$62680

MISSION ACHIEVEMENT: unlocked ability (ability to fly planes); unlocked ability (ability to purchase properties)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: T

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, get onto the ATV and head to Ammu-Nation on Algonquin Blvd in Sandy Shores. Once you arrive, get off of the ATV and go into the gun store.

Once inside the gun store, head to the counter and press > on the d-pad to browse the weapons on display. Purchase a Sniper Rifle for \$FREE and then purchase a Advanced Scope for \$xxx and then purchase a Suppressor for \$xxx. Once done, exit the weapons display and then the store. Once done, get back onto the ATV and head for Water Tower north of The Lost Outlaw Motorcycle Gang Airfield at Grand Senora Desert Airport on Panorama Dr in Grand Senora Desert.

Once you arrive, get off of your bike and climb the ladder to reach Ron. After you talk to Ron, climb the ladder to reach the top of the Water Tower.

Once up here, a cutscene will begin.

(CUTSCENE)

After the cutscene, press and hold LB to look down the scope. While looking down the scope, move the L-Stick up and down to zoom in or out. Listen to the instructions from Ron as he will indicate where the targets are. The first target is at the bottom of the stairs at the bottom of the control tower. Once you have taken him out with a headshot, take out the 3 lights surrounding the body. Once done, a van will pull up into the area. Wait for the van to stop and then kill the target with a headshot.

Once done, take out the target on the top floor of the control tower. Once done, take out the target walking towers the tower, nearest to where you shot the first body.

Once done, take out the target on the top floor of the control tower before he sees his buddy. Once done, put your crosshair back onto Ron but do not shoot him.

Once done, take out the target next to the gas tanks near the building where you shot the first target. Once done, take out the target coming out of the same building which you just shot the last target at. Once done, take out the next target that zooms past the oil tanker. The target is on a bike. Take him out.

Once done, take out the pilot that is flying the helicopter. If you do a direct headshot, a cutscene will begin.

(CUTSCENE)

After the cutscene, take out the targets and get to the hangar. Once you arrive, taking out the targets.

Once you get to the plane, a cutscene will begin.

(CUTSCENE)

After the cutscene, take out the targets before you get to your plane at the end of the runway. Press < on the d-pad to detonate the explosives that Ron placed near the control tower.

Once done, continue taking out the targets till you get to your plane at the end of the runway. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, get into your plane and then just the L-Stick up to while accelerating to take off from the runway. Once done, use L-Stick to control the plane's yaw from left, right, up or down. You can also do barrel-rolls and other stunts aswell. Gain altitude and then push the L-Stick in either the left or right direction to do a barrel-roll. This will make the target fall off of the wing. This will be a funny moment.

Once done, follow Ron through Raton Canyon being careful of the bridges and rock formations. Once you exit on the otherside of the canyon, you will see the Pacific Ocean.

Once you arrive, head to the boat just off of the coast of Fort Zancudo. Fly low here since this a no fly zone due to the military airspace. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, press A to drop the package. Once done, race Ron to the McKenzie Airfield on Seaview Rd in Grapeseed. Once you see the airstrip, press B to focus on the airstrip and see where it is. Once you know where it is, press L-Stick Button to retract the landing gear and press LT to slow your decent as you make your approach to the runway. Once you land, taxi your way to the hangar and press LB or RB to turn left or right while driving the plane on the ground. Once you park the plane inside the hangar, a cutscene will begin.

(CUTSCENE)

****TO GAIN A GOLD****

[] Headshots: Kill 5 enemies with a headshot

[] Time: Complete within 12:30mins

[] Nervous Twitch: Win the race against Ron

[] 6 Bridges, 1 Plane: Fly under any 6 bridges found along the flight path

[] Death On A Wing: Kill all bikers whilst lying on the plane wing

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mis18

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MISSION 18 - Crystal Maze

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

MISSION STARTING POINT: The Yellow Jack Inn, 1 Panorama Dr, Grand Senora Desert, Blaine County, San Andreas, USA.

MISSION FROM: Chinese

MISSION VEHICLE: Bodhi (Limited Canis Design - Bodhi - Garment Red)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: new weapon available to purchase (Jerry Can)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: C

WHAT YOU WILL NEED: Sniper Rifle, Pistol, Jerry Can (provided), Armor, Health, Carbine Rifle

(CUTSCENE)

After the cutscene, drive to The O'Neil Farm on 1 O'Neil Wy in Grapeseed. On your way there, you'll receive a phone call from Elwood O'Neil.

(CALL FROM ELWOOD O'NEIL)

After the call, continue to the farm. Once you arrive, get out of your truck and get to the vantage point on the hill. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, take out the 11 targets from the vantage point. The most useful ones to take out are the ones on the balconies on top of the house. This would be a good place to start.

Once done, continue down to the house without being alerted. Once inside the house, take out the targets using a machine gun. Continue down to the Meth Lab in the cellar. From the front of the house, head around to the back quietly and enter the house. Switch to your Pistol and use it to take down the targets quietly with headshots if you can. Practice makes perfect.

Once done, advance to the cellar found underneath The O'Neil House. Once you are in the cellar, take out the last O'Neil then switch to the Jerry Can. Once done, press and hold RB to pour

gasoline along the yellow dotted path leading up the cellar stairs and to the front of the house. Once done, switch to your Pistol and shoot the trail to ignite it.

Once done, stand back and watch the fireworks presentation. Mawhahaha!! Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, get away from the farm to where you parked your truck. Get into your truck and leave the area to complete the mission.

****TO GAIN A GOLD****

[] Headshots: Kill 10 enemies with a headshot

- [] Unmarked: Complete with minimal damage to health and armor
- [] 2 Birds 1 Stone: Kill 2 enemies with one shot
- [] Accuracy: Finish with a shooting accuracy of at least 80%

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mis19

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MISSION 19 - Friends Reunited

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

MISSION STARTING POINT: Trevor Philips's House, 31 Zancudo Ave, Sandy Shores, Blaine County, San Andreas, USA.

MISSION FROM: Trevor Philips

MISSION VEHICLE: Bodhi (Limited Canis Design - Bodhi - Garment Red)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: activity unlocked (Flight School); unlocked clothing (Tank Tops - Del Perro Pier Tank Top); unlocked clothing (Outfits - White Tank Top, Sweatpants); safehouse unlocked (Floyd Herbert's House, 7611 Goma St, Vespucci, Los Santos, Los Santos County, San Andreas, USA.)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: T

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, drive to The Lost Outlaw Motorcycle Gang trailer park on Calafia Rd in Stab City. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, get out of your truck and plant the Sticky Bombs on all 5 trailers in the trailer park. Get close to the trailer. Press and hold LB to aim and RB to throw. Once you have planted all 5 bombs, detonate the bombs by pressing < on the d-pad to blow up the trailers. A cutscene will begin.

(CUTSCENE)

After the cutscene, kill the remaining bikers and then get back to your truck. Once you are in your truck, drive to the Los Santos Viewpoint next to the Fruit & Vegetable Stall on Marlowe Dr in VineWood Hills.

Once you arrive, get out of the truck and walk to the viewpoint. A cutscene will begin.

(CUTSCENE)

After the cutscene, get back into your truck and drive to Floyd Herbert's House at 7611 Goma St in Vespucci. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the mission, you can switch between Michael De Santa, Franklin Clinton & Trevor Philips again.

****TO GAIN A GOLD****

- [] Headshots: Kill 5 enemies with a headshot
- [] Mystery Gift: Destroy the trailers without being detected
- [] Unmarked: Complete with minimal damage to health and armor
- [] Perfect Gift: Destroy all trailers at once

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mis20

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MISSION 20 - Fame Or Shame

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa, Trevor Philips)

MISSION STARTING POINT: Michael De Santa's House, 1 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Michael De Santa

MISSION VEHICLE: Tailgater (Limited Obey Design - Tailgater - Black); Phantom (Limited JoBuilt Design - Phantom - Grey Lorry Cab with a Black Lorry Container that has the "Fame Or Shame" TV Show design and logo on the sides)

MISSION PAYMENT: \$x.xx

MISSION ACHIEVEMENT: unlocked achievement (A Friendship Resurrected); unlocked gamerpoints (10gamerpoints); mobile contact added to Trevor's phone (Michael De Santa); mobile contact added to Michael's phone (Trevor Philips); story revealed (Amanda used to live in a mid-western trailer park); story revealed (Tracey loves to dance); recipe revealed (Michael's Juice: Broccoli, Raw Kale, Fish Oil - blend it all together to make Michael's Juice)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: M

WHAT YOU WILL NEED: <none>

Michael's Version (mis20:1)

(CUTSCENE)

In Michael's version, you see Michael walking upto the fridge in his house to get the bottle of whiskey. Amanda walks in and ask if something belongs to Michael. He says it's not. He hands over a slab of Dope to Amanda and she hands it back to him. They then argue about what each other has done wrong to the kids, in their lives and themselves. As they eventually come to the climax of the argument, in comes Fabien LaRouche, Amanda's Yoga Instructor. Michael seems confused and then slightly pissed off with. Michael walks away. Eventually, Jimmy comes into the room. Jimmy walks to the fridge to find Michael holding the slab of Dope in his hand. Jimmy, now annoyed with his dad for stealing his Dope. Michael is angry with Jimmy. Eventually, Trevor walks into the room and this is where Trevor's cutscene begins.

After the cutscene, continue onto Part 3 (mis20:continue)

Trevor's Version (mis20:2)

(CUTSCENE)

In Trevor's version, you see Trevor walking into the scene and everyone starring at him. Michael is glad to see Trevor and Trevor is glad to see Michael. Then Trevor remembers everyone in room including Amanda and Jimmy being fatter and Amanda who now has new tities (hmmm... yum! :P). Trevor then asks who Fabien is and then Fabien

introduces himself to Trevor. Trevor then wonders where Tracey is and Michael asks Jimmy if he knows where his sister is. Jimmy then says that Tracey is trying out for Fame Or Shame the talent/skill show at The Maze Bank Arena and that Tracey's talent is dancing. Michael thinks that Tracey is a horrible dancer and Amanda and Jimmy think

that's a horrible thing to say. Trevor and Michael then agree to help Tracey from humilating herself on National Television. The cutscene ends with Trevor walking towards

Michael's car.

After the cutscene, continue onto Part 3 (mis20:continue)

CONTINUE (mis20:continue)

After the cutscene, get into the car and drive to the Maze Bank Arena on Autopia Pkwy in Maze Bank Arena. Once you arrive, park in the parking space and get out of the car.

Once you're out of the car, walk to the front door of the stadium. A cutscene will begin.

(CUTSCENE)

After the cutscene, chase after Lazlow Jones out of the studio. Continue following him down the hallway to the foye. Once you're in the foye, continue pursueing Lazlow to the carpark.

Lazlow will get into his car and belt it out of the carpark. Jump into the cab of the 8-wheeler lorry next to you and continue chasing Lazlow. He turns out of the carpark and then left

onto Autopia Pkwy. Continue following Lazlow. He then takes a right onto Davis Ave. While driving down this road, press > on the d-pad to detach from the trailer and continue chasing Lazlow.

Once you detached the trailer, continue following Lazlow. He then takes a straight right onto Davis Ave (not Strawberry Ave) and continue following Lazlow. He then takes a right onto Capital Blvrd

and then a sharp left onto Little Bighorn Ave. Lazlow then cuts across the train tracks and back onto Little Bighorn Ave. He then takes a left onto Swiss St and drives into the Downtown Tnnl on the

otherside of the road. He then takes a right onto Alta St and he then takes a right onto Occupation Ave. At the far end of the road, he takes a left onto Elgin Ave and then a right onto Hawick Ave.

He then goes over Hawick Brdg and he then takes a sharp left onto Glory Wy. He

suddenly takes a sharp right into the LS River Maintenance Department - East VineWood off of Glory Wy and Hawick Ave in East VineWood. Continue following Lazlow until he burns out the battery in his car opposite the LS River Escape Tnnl. Once this happens, a cutscene will begin.
(CUTSCENE)

Once the mission is complete, call Jimmy.

(CALL TO JIMMY DE SANTA)

After the call, call Tracey.

(CALL TO TRACEY DE SANTA)

After the call, call her again.

(CALL TO TRACEY DE SANTA)

After the call, call Jimmy.

(CALL TO JIMMY DE SANTA)

After the call, you'll receive a text message from Martin Madrazo saying that he's grateful for the received payment.

Lazlow drives a Dillatante (Limited Karin Design - Dillatante - Red)

****TO GAIN A GOLD****

- [] Fastest Speed: Reach top speed in the Phantom
- [] Bearing Down: Stay close to Lazlow throughout the chase
- [] No, I Can Park Here: Knock out the event coordinator
- [] All Hooked Up: Don't unhook the trailer

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mis21

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MISSION 21 - Dead Man Walking

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: north of the Planetarium - outter ground level, Galileo Observatory, 1 Galileo Pk, VineWood Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Federal Investigation Bureau

MISSION VEHICLE: <none>; Bodybag (Limited MS Paramedics Design - Bodybag - Black)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: B

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, you'll be inside a Bodybag. You can choose to either:

A): Not wake up, end up listening to these doctors about your dead body and they kill you by cutting you open. This makes you fail the mission.

-OR-

B): Wake up by pressing A. A cutscene will begin.

(CUTSCENE)

After the cutscene, quietly walk up behind the guard and whack him by pressing B. Once done, search the 2 dead bodies on the gurneys in front of you. One of them is the guy you

were looking for, Ferdinand Kerimov. Turns out that it's not your guy because the toe tag is on some dead black lady. Once the phone call is ended, take out the guard as he comes

down the hallway towards your way. Once done, advance down the hallway as you take out the targets while using cover against the walls and gurneys. Make your way to the double-doors

at the end of the hallway. Once here, take down the target that comes out of the elevator. You'll receive a text message from Dave Norton letting you know that your confiscated weapons

are in a sealed black bag in the evidence room on the top floor of the City Morgue. Once you read the text message, head up the stairwell to the next level up and take out the guard that

enters through the doors. Once done, enter the next room and take out the guard as he enters the hallway through the door. Once done, go through the door he came out of and up the stairs.

Take out the guard that comes down the stairwell. Advance to the top of the stairwell and into the next room. You'll now be at the top of the building. Get to your black bag by the desks

in the circular center of the room. Once done, exit the building through the window in the archive room. You can either shoot or use a knife to bust open the window.

Once done, walk upto the window and press X to climb out of the window to escape. A cutscene will begin.

(CUTSCENE)

After the cutscene, get into a car and lose the 3 star wanted level. Once you've lost the cops, Michael then calls Franklin.

(CALL TO Franklin Clinton)

After the call, drive to the Oil Derricks just outside of town on Murrieta Oil Fld in El Burro Heights. On your way there, Michael then calls Dave.

(CALL TO DAVE NORTON)

After the call, continue driving to the Oil Derricks. Once you arrive, a cutscene will begin.

(CUTSCENE)

Your next shrink mission becomes available (Therapy - Hobbies & Pasttimes - MISSION 3 - Evil: sec:hbbesndpsttmes:mis8:mis3).

****TO GAIN A GOLD****

- [] Accuracy: Finish with a shooting accuracy of at least 70%
- [] Headshots: Kill 14 enemies with a headshot
- [] Time: Complete within 09:30mins
- [] Focused Killer: Kill 4 enemies using Michael's special ability
- [] Unmarked: Complete with minimal damage to health and armor

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mis22

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MISSION 22 - Did Somebody Say Yoga?

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: Michael De Santa's House, 1 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Michael De Santa

MISSION VEHICLE: Yoga Mat (Limited ProLaps Design - Yoga Mat - Light Green); Tailgater (Limited Obey Design - Tailgater - Black); Scorcher (Limited Whippet Design - Scorcher - Yellow and Black)

MISSION PAYMENT: -\$3000; \$0.00

MISSION ACHIEVEMENT: activity unlocked (Yoga); story revealed (Jimmy spiked Michael's drink); story revealed (Aliens are hanging around above Los Santos); story revealed (Michael was probed by Aliens); story revealed (Michael was dragged to an alleyway by monkeys); story revealed (Jimmy has stolen all of Michael's money and Michael's car)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: M

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, press and hold the L-Stick and R-Stick down. Then press and hold LT and RT to let the blue circle fill up to inhale. Once done, let go of LT and RT. Once done, press and hold the L-Stick to the left and the R-Stick to the right. Then press and hold LT and RT to let the blue circle fill up to inhale. Once done, let go of LT and RT.

Once done, press and hold the L-Stick to the upper left and the R-Stick to the bottom right. Then press and hold LT and RT to let the blue circle fill up to inhale. Once done, let go of LT and RT.

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, press and hold the L-Stick to the bottom left and the R-Stick to the bottom right. Then press and hold LT and RT to let the blue circle fill up to inhale. Once done, let go of LT and RT.

Once done, press and hold the L-Stick to the upper left and the R-Stick to the upper right. Then press and hold LT and RT to let the blue circle fill up to inhale. Once done, let go of LT and RT.

Once done, press and hold the L-Stick to the left and the R-Stick to the bottom right. Then press and hold LT and RT to let the blue circle fill up to inhale. Once done, let go of LT and RT.

Once done, press and hold the L-Stick to the bottom left and the R-Stick up. Then press and hold LT and RT to let the blue circle fill up to inhale. Once done, let go of LT and RT.

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, press and hold the L-Stick to the left and the R-Stick to the right. Then press and hold LT and RT to let the blue circle fill up to inhale. Once done, let go of LT and RT.

Once done, press and hold the L-Stick and R-Stick down. Then press and hold LT and RT to let the blue circle fill up to inhale. Once done, let go of LT and RT.

Once done, press and hold the L-Stick bottom left and the R-Stick to the bottom right. Then press and hold LT and RT to let the blue circle fill up to inhale. Once done, let go of LT and RT.

Once done, press and hold the L-Stick and R-Stick down. Then press and hold LT and RT to let the blue circle fill up to inhale. Once done, let go of LT and RT.

Once done, press and hold the L-Stick and R-Stick up. Then press and hold LT and RT to let the blue circle fill up to inhale. Once done, let go of LT and RT.

Once done, press and hold the L-Stick to the bottom left and the R-Stick to the bottom right. Then press and hold LT and RT to let the blue circle fill up to inhale.

Once done, let go of LT and RT.

Once done, press and hold the L-Stick to the upper right and the R-Stick to the upper left. Then press and hold LT and RT to let the blue circle fill up to inhale. Once done, let go of LT and RT.

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, go to Jimmy's bedroom upstairs. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, go to your car. Once you arrive, get into your car and drive to Burger Shot on San Andreas Ave in Vespucci. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, drive back to Michael's House. On your way there, Michael decides to have a drink of Jimmy's "Special Brew". Michael realises that it's not pop from Burger Shot but a straight shot of

Dope-In-A-Cup. A brand new product from Woodhouse Pharmaceuticals. Hahaha!!

Anyways, Michael starts acting funny and his driving pattern becomes weird. Eventually, Michael blacks out. A cutscene will begin. During this next cutscene, you get dragged off by a bunch of monkeys and end up in an alleyway off of Occupation Ave and between Hawick Ave, Las Lagunas Blvd and Alta St in Alta.

(CUTSCENE)

After the cutscene, another cutscene will begin. During this next cutscene, you wake up on a bed inside an Alien Spaceship, which is hovering above Los Santos. Once they have probed you, they chuck you out and you plummet back down to Earth.

(CUTSCENE)

After the cutscene, you take control of Michael while he plummets back down to Earth. Try to guide him back to his house.

Turn Michael around and try to guide yourself towards the golf club since Michael's House isn't far from there. Where it is that you land, a cutscene will begin.

(CUTSCENE)

After the cutscene, you wake up on the ground next to the toilet blocks in Cottage Park on Dunstable Dr in Rockford Hills. Get on the bike next to the toilet blocks and then peddle your way back to Michael's House.

Once you arrive, get off the bike and walk into the house and to the kitchen. A cutscene will begin.

(CUTSCENE)

After the cutscene, another cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

Soon after the mission, Tracey will call you.

(CALL FROM TRACEY DE SANTA)

After the call, you can do whatever you want.

****TO GAIN A GOLD****

[] Time: Complete within 15:00mins

[] Warrior: Complete the 1st yoga pose without fault

[] Triangle: Complete the 2nd yoga pose without fault

[] Praise The Sun: Complete the 3rd yoga pose without fault

NOTE: If you have a pair of those paper 3D glasses, you can use those for this mission where you have to guide Michael back to his house while he plummets back down to Earth.

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mis23

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MISSION 23 - Three's Company

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: FIB Building, 30 Upper Power St, Downtown, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Federal Investigation Bureau

MISSION VEHICLE: Oracle (Limited Übermacht Design - Oracle - Galaxy Blue); Frogger (Limited Dinka Design - Frogger - Dark Red and White)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: mobile contact added to Michael's phone (Steve Haines: 328-555-0150); story revealed (the guy you save from the torture is Ferdinand Kerimov, Mr. K)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: M

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, walk to where Dave is sitting by a table at the Rusty Brown's Ring Donuts Cafe at Agencies Plz outside the IAA Building on Upper Power St in Pillbox Hill. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, walk to Dave's car and get in. Drive to Covington Supplies off of El Rancho Blvd in El Burro Heights. On your way there, Dave asks you to call Franklin.

(CALL TO Franklin Clinton)

After the call, Dave asks you to call Trevor at which point you choose not to call him and he ends up being part of this thing anyways. Carry on driving to the place. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Trevor. Fly the helicopter to the IAA Building on Upper Power St in Downtown. To fly the helicopter, push the L-Stick in any direction to control the helicopter. Press LB or RB to yaw to the left or right. Press LT to descend and RT to ascend. To control the pitch and roll, use the L-Stick.

Once you arrive, get the helicopter into position so that Michael can rappel down to the access point on the west side of the IAA Building. Get right above the buildings edge. Once you are in position, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. Push down on the L-Stick to rappel down the building. To rappel faster, press A while pushing down on the L-Stick. When you are at the level of the agencies office, press B to see a cutscene. To continue on with the mission, press B again or you can choose to continue watching the cutscene.

(CUTSCENE)

After the cutscene, press A to smash open the window and you'll end up inside the

office. A cutscene will begin.

(CUTSCENE)

After the cutscene, switch to Franklin. Once done, use the Sniper Rifle to take out the 6 guards. Once done, switch back to Trevor's position to play as Michael. Use Michael's gun to take out the guards in the room.

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Franklin. Use the Sniper Rifle to take out the 3 helicopters before they leave the scene. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. Use the Carbine Rifle to take out the other helicopters before you make your escape. Use Michael's special ability to help you. Once done, switch back to Trevor.

Once done, fly the helicopter back to Covington Supplies in El Burro Heights. Once you land safely, a cutscene will begin.

(CUTSCENE)

IAA stands for International Affairs Agency

FIB stands for Federal Investigation Bureau

****TO GAIN A GOLD****

[] Time: Complete within 07:30mins

[] Accuracy: Finish with a shooting accuracy of at least 60%

[] Headshots: Kill 10 enemies with a headshot

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mis24

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MISSION 24 - Hood Safari

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Franklin Clinton)

MISSION STARTING POINT: Franklin Clinton's House, 4 Forum Dr, Strawberry, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Franklin Clinton

MISSION VEHICLE: Speedo (Limited Vapid Design - Speedo - White); Seashark (Limited Speedyville Design - Seashark - Midnight Blue)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: activity unlocked (Sea Races); story revealed (MC Clip is doing a fashion shoot near the Davis Rvr next to Grove St); story revealed (MC Clip is dead - that is if you killed him)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: F

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, get into van and drive to Harold "Stretch" Joseph's House at 22 Grove St in Davis. Once you arrive, get out of the van and walk upto Stretch's House. A cutscene will begin.

(CUTSCENE)

After the cutscene, you can switch between Franklin and Trevor. Stick to playing as Franklin for now and take down the 4 targets and the 1 vehicle while you remain in cover. Once done, come out of cover and advance up Grove St with Lamar and Trevor. Continue taking down the targets while using cover to protect yourself. Eventually you'll need to switch to Trevor. Once done, take down the targets. Eventually, the cops will be notified and they will be on their way. Switch back to Franklin and follow Lamar down onto the bank of the Davis Rvr. You'll see MC Clip and his fashion shoot. Continue running past them. You can kill MC Clip, he's the dude in red. Get onto the Seashark. A cutscene will begin.

(CUTSCENE)

After the cutscene, follow Lamar and Trevor as you escape down Davis Rvr heading towards the Port Of South Los Santos. Once you reach the end of the river, turn left and follow Lamar and Trevor down the Los Santos Snd. Eventually, you'll come to Cypress Snd that runs underneath the freeway in Cypress Flats. Continue following Lamar and Trevor until Lamar decides for us to split up. Escape the cops to complete the mission.

Once the mission is complete, call Lamar.

(CALL TO LAMAR DAVIS)

After the call, call Stretch.

(CALL TO HAROLD "STRETCH" JOSEPH)

After the call, call Jimmy De Santa.

(CALL TO JIMMY DE SANTA)

After the call, do whatever you want.

****TO GAIN A GOLD****

[] Time: Complete within 07:00mins

[] Accuracy: Finish with a shooting accuracy of at least 70%

[] Headshots: Kill 12 enemies with a headshot

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mis25

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MISSION 25 - Scouting The Port

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

MISSION STARTING POINT: Floyd Herbert's House, 7611 Goma St, Vespucci, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Trevor Philips

MISSION VEHICLE: Bodhi (Limited Canis Design - Bodhi - Garment Red); Dock Handler (Limited HVY Design - Dock Handler - Light Grey); Dock Crane (Limited HVY Design - Dock Crane - Navy Blue); Tipper (Limited Brute Design - Tipper - Rusted Green/Grey)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: story revealed (the teddy bear that Floyd was "fornicating" with is called Mr. Raspberry Jam); story revealed (Floyd and Debara are getting married soon); story revealed (you're going to be stealing a \$236,000,000,000.00 worth of cargo); story revealed (the WLC Union control Port City on Elysian Island and in the Port Of South Los Santos area)

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: T

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, drive to Pier 400 on Chupacabra St in the Port Of South Los Santos on Elysian Island. Once you arrive, stop at the entrance/exit gate. The guard will tell you

to park up and get to dispatch. Enter the port through the gate and turn left next to the red building and park up next to the gas pumps. Once done, exit your truck and follow Floyd

to his supervisor. Once done, wait here until the supervisor has entered the building. Once done, follow Floyd to where the freighter is. Once you are here, the container supervisor

will ask you to bring 2 containers from Bay B to Bay F. Get into the Dock Handler with Floyd and drive upto Bay B to collect your 1st container. It will be easier to go for Bay B4 since

this one is easier to get too. Drive slowly upto the container and move the L-Stick up or down to control the container handler and then press > on the d-pad to attach the container.

Drive over to Bay F4. Once here, lower the handler by pushing down on the L-Stick. Once the container is on the floor, press > to detach the container. Drive back down to Bay B to collect

the other container. Once done, drive up to Bay B2 and lower the handler to pick up the last container. Press > to attach the container and then push up on the L-Stick to control the handler.

Once done, drive over to Bay F2. Once here, lower the handler by pushing down on the L-Stick. Once the container is on the floor, press > to detach the container. Once done, get over to the

Dock Crane. Once you arrive, get out of the Dock Handler and climb the ladders to

reach the top of the Dock Crane.

Once done, climb to the cab of the Dock Crane. Once you enter the cab, a cutscene will begin.

(CUTSCENE)

After the cutscene, move the container spreader over either container, start with the one on your right since it's easier. Move the container spreader by pushing down gently on the L-Stick.

Once done, press > on the d-pad to attach the container spreader to the container. Push up gently on the L-Stick to bring the container up to a sensible level. Move the Dock Crane by using R-Stick.

Push right or left with the R-Stick to control the Dock Crane. Move the container from Bay G1:4 to Bay G5:4. Once you arrive, gently bring the container down to sit on the blue frame of the truck. Careful.

Once done, go back and get the other container from Bay G1:2 and bring it up to Bay G5:2. Once you arrive, gently bring the container down to sit on the blue frame of the truck. Careful. To make things easier,

move the Dock Crane cabin by moving the R-Stick left or right to control the cabin.

Once done, exit the cab of the Dock Crane. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, go to the vantage point at the end of the catwalk next to the cabin of the Dock Crane. Once done, whip out your phone and enter the Snapmatic App to take photos of SS Bulker which is currently

berthed in Pier 400. Once you're in the Snapmatic App, take a photo of the front of the ship, which has the word SS Bulker written on the side of the ship. Once done, take a photo of a guard on the ship. Once done,

take a longshot photo of the back of the ship, which has the word Safety First written on the boarding house of the ship. Once done, press X to send the photos to Ron.

Once you've pressed X, you'll enter the Contacts App,

from here, select Ron. Once done, press B to exit the sending message and exit the Dock Crane back down to ground level. You'll receive a text message from Ron. Once

done reading it, exit the Dock Crane. Once done, enter

the truck with Floyd and drive to the Los Santos Naval Yard on Abattoir Ave on

Terminal Island. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, escape the area with the briefcase. Enter the truck next to the security checkpoint before the naval warehouse, use this to escape the area. Once done, you should receive a call from Ron.

(CALL FROM RONALD "RON" JAKOWSKI)

After the call, drive back to Floyd's House. Once you arrive, get out of the truck and enter Floyd's House. A cutscene will begin.

(CUTSCENE)

After the cutscene, you get to decide which approach to this mission you want to take. You can either:

A): Freighter/Loud: "It's gotta be the container, right?". If you choose this option, move onto mis34:1

If you picked this, you'll get help with this heist from Franklin Clinton and Michael De Santa.

Once done, you can choose to either confirm your choices by pressing A or to change options press B. Once done, a cutscene will begin.

(CUTSCENE)

-OR-

B): Offshore/Smart: "Offshore. Deep sea adventure. Got to be.". If you choose this option, move onto mis34:2

If you picked this, you'll get help with this heist from Wade Herbert, Floyd Herbert, Franklin Clinton and Michael De Santa.

Once done, you can choose to either confirm your choices by pressing A or to change options press B. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, another cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

(REQUIREMENTS FOR THE NEXT MISSION)

> You will need to get Franklin to brush up on his shooting skills. See section SHOOTING RANGE for further details (sec:hbbesndpsttmes:mis7).

> You will need to get Michael to brush up on his flying skills. See section FLIGHT SCHOOL for further details (sec:flightschl).

> You will need to get Trevor to brush up on his swimming skills. See section SWIMMING for further details (sec:hbbesndpsttmes:mis9).

****TO GAIN A GOLD****

[] Time: Complete within 20:00mins

[] Employee Of The Month: Complete without damaging the containers

[] Perfect Surveillance: Snap all 3 photographs of the boat as instructed

[] An Honest Day's Work: Complete without causing a disturbance at the docks

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mis26

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MISSION 26 - Minisub

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

MISSION STARTING POINT: USS Daisy Lee, Pr 417, Brth 2, Jetsam Terminal, 1 Buccaneer Wy, Terminal, Port Of Los Santos, Terminal Island, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Trevor Philips

MISSION VEHICLE: <none>; Submersible (Limited MTL Design - Submersible - Yellow); Packer (Limited MTL Design - Packer - Black)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: unlocked ability (ability to drive the Submersible)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: T

WHAT YOU WILL NEED: <none>

Once you arrive, use a Sniper Rifle to see if you can see the patrolling guard but do not shoot him.

Once you've found him, sneak upto the USS Daisy Lee by pressing the L-Stick Button to go into Sneak Mode.

Once done, get onto the boat by the stairs from the front of the ship on your right. Sneak up slowly and

wait for the guard to start walking towards the other side of the boat. Once done, sneak around until you

find the switch to release the Submersible. Once you've found the switch, press > on the d-pad to release

the Submersible. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, jump into the water and climb onto the Submersible. Once done, press Y to enter the Submersible.

Once inside the Submersible, drive the Submersible to the extraction point at the Pr 400 Western Docks at Elysian By

on Signal St on Elysian Island. To ascend, press X and to decend, press A. To control the rudder, press LB or RB.

To drive the Submersible forward or back push the L-Stick up or down. To control the headlights, press > on the d-pad.

To enter or exit the Submersible, press Y. To dive/decend, push the L-Stick down while stationary. To surface/accend,

push the L-Stick up while stationary. Once you arrive, surface to the water in Elysian By and a cutscene will begin.

(CUTSCENE)

After the cutscene, drive the Packer to Los Santos Marine on Plaice Pl on Elysian Island.

Once you arrive, park the truck inside the warehouse and on the yellow marker. Once done, get out of the truck.

Once done, the mission will be complete.

****TO GAIN A GOLD****

[] Time: Complete within 08:30mins

[] No Boarding: Steal the Submersible without boarding the boat

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mis27

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MISSION 27 - Cargobob

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

MISSION STARTING POINT: Helicopter Landing Zone, Fort Zancudo Air Base, off of Rt 1, Fort Zancudo, San Andreas Republic County, San Andreas, USA.

MISSION FROM: Trevor Philips

MISSION VEHICLE: <none>; Cargobob (Limited Brute Design - Cargobob - Desert Camouflage with the Fort Zancudo logo and U.S. Military markings)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: T

WHAT YOU WILL NEED: Carbine Rifle, Full Armor, Full Health, Assault Rifle, Knife, Pistol, Sandking (Limited Vapid Design - Sandking - any colour), good strong guts (real world)

This could prove tricky, but if done correctly, would yield less bullet usage and provide you with a more effective chance of escape.

Go along the outer perimeter fence that surrounds the airbase. From the south entrance, you should see a good way to follow the outer fence on the outside of the base, not inside. Follow it all the way around until you find the fire station near to the main entrance but more based in the center of the camp. You will need a Sandking for this next bit. Get out of your Sandking, and jump onto the roof of the 4x4.

If you placed the vehicle near to the outer wall which is next to the outer fence and fire station, jump the wall and land on the other side.

Once over the wall, you should see a fence and inside this enclosed space is some portable ventilation systems. Jump the fence quietly and hug the wall on the right. Be quiet though, since there is a guard on the other side of this wall. Once you've noticed him, keep quiet till you got a chance to make a mad dash across the airfield to the chopper. You should see 2 military personnel running towards you. Take them out with the Carbine Rifle or Assault Rifle. Once done, make a mad dash to the Cargobob and get into it. Once inside, take off and fly south of the area and away from the pursuing chopper. Once you've lost them, fly the chopper to the Grand Senora Desert Airport and land on the tarmac outside the hanger.

Once you've landed, the mission will be complete.

****TO GAIN A GOLD****

[] Time: Complete within 05:30mins

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mis28

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MISSION 28 - By The Book

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips, Michael De Santa)

MISSION STARTING POINT: <none>

MISSION FROM: Steve Haines

MISSION VEHICLE: <none>; Oracle (Limited Ubermacht Design - Oracle - Galaxy Blue); Bodhi (Limited Canis Design - Bodhi - Garment Red)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: mobile contact added to Trevor's phone (Steve Haines: 328-555-0150); story revealed (you meet Devin Weston); unlocked ability (ability to use torture devices); story revealed (Mr. K is Ferdinand Kerimov)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: <none>

WHAT YOU WILL NEED: <none>

(CALL FROM STEVE HAINES)

After the call, drive to the Warehouse off of Dutch London St in Banning. While driving there, quick-switch to Michael.

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. Get into Dave's car and drive to Caesars Place on 4 Caesar Pl in Rockford Hills.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Trevor. Torture Mr. K (Ferdinand Kerimov) to find the real address with the target that you will need to eliminate.

Use the torture devices available to wield your "creative abilities" to bring harm and displeasure to Mr. K.

Once the cutscene has ended, pick your torture device from the selection (listed below):

> Jerry Can (press RB to flip the chair. Press and hold L-Stick up to pour water out of the can)

> Tooth Remover (press and hold RT to grip a tooth. While holding RT, rotate the R-Stick to the left or right to pull the tooth out of Mr. K's mouth)

> Electric Clamps (press and hold LB to grip with the left clip and press and hold RB to grip with the right clip. This will electricute him. Becareful not to push him too far. Press A to spark the clips in front of his eyes to make him jump and fear you)

> Wrench (press RB to swing the wrench)

> Adrenaline Shot (to be used once Mr. K is under an extreme state. To revive him, press x)

Becareful, though, if you push Mr. K too far, he may need an Adrenaline Shot to revive him. Between torture sessions, press B to view Mr. K's health and heart rate on the ECG (Electric Cartiograph Generator) Monitor.

To select a torture device, use the L-Stick in any direction or the d-pad in any direction to pick a torture device and press A to select the torture device.

Once you've picked your choosen device, follow the instructions (listed above for the device) to bring torture to Mr. K.

For this, I picked the Tooth Remover because, well... I like going to the dentists and I believe this man should too, so I'm going to be his perfect doctor for the day.

Dr. Woodhouse is ready for you Mr. K. Muhahahaha!!! The target's name is x and he lives at x in Chumash. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. Get into Dave's car and drive to Rob's Liquor on Great Ocean Hwy in Chumash. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Trevor. Torture Mr. K to find out what the target looks like, you can begin round 2 of torture. Pick another device from the selection.

Once you've picked your choosen device, follow the instructions (listed above for the device) to bring torture to Mr. K.

For this, I picked the Electric Clamps becuase, well... I ain't a mechanic but I really want to do this as a hobbie. Might as well start here, I guess.

Ouch, that hurt. Muhahahaha!! He looks like:

> Average Build

> Average Height

> Middle-Age

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. Press and hold LB to look down the scope. See if you can spot the target on the house on the opposite side of where you are.

You'll need to quick-switch back to Trevor to do a bit more torture. This is beginning to be fun. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Trevor. Torture Mr. K to find out what the target looks like, you can begin round 3 of torture. Bring the pain. Pick another device from the selection.

Once you've picked your choosen device, follow the instructions (listed above for the device) to bring torture to Mr. K.

For this, I picked the Wrench since I think it deserves some credit for being in this

nice limited collection display.

Wow! This device is not allowed for those who don't know how to use it. Oh, look. It brings tears to Mr. K's eyes. Muhahaha!!

Ok, so the target looks like:

- > Average Build
- > Average Height
- > Middle-Age
- > Asberijani (dark-tanned)
- > Middle-Eastern
- > Big Bushy Beard

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. Press and hold LB to look down the scope. See if you can spot the target on the house on the opposite side of where you are.

You'll need to quick-switch back to Trevor to do a bit more torture. This could be it.

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Trevor. Torture Mr. K to find out what the target REALLY looks like, you can begin round 4 of torture. Here comes the pain. Pick another device from the selection.

Once you've picked your chosen device, follow the instructions (listed above for the device) to bring torture to Mr. K.

For this, I picked the Jerry Can since it has other uses other than filling up my car or for peeing in it or for drinking alcohol out of it.

Yikes! This device has brilliant usages after all! Who says Jerry Cans aren't fun, eh? It makes Mr. K miss his car. Muhahahaha!!!

Ok, so the target REALLY looks like:

- > Average Build
- > Average Height
- > Middle-Age
- > Asberijani (dark-tanned)
- > Middle-Eastern
- > Big Bushy Beard
- > Smokes Like A Chimney
- > Chain Smokes
- > Left-Handed
- > Smokes Redwood Cigarettes

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. Press and hold LB to look down the scope. See if you can spot the target on the house on the opposite side of where you

are.

He looks to be middleish tall (5'5"), middleish weight (about 150lbs), big bushy beard, smokes alot of cigarettes, left-handed... but he does wear red, which isn't mentioned anywhere. From after all of those other times you were trying to eyeball him, he eventually turns up in the house, in front of those huge speakers near the tv on the first balcony nearest to the main road. Once you see him, take him out.

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, drive Mr. K to Terminal 4 at Los Santos International Airport on 1 New Empire Wy in Los Santos International Airport.

Once you arrive, a cutscene will begin.

(CUTSCENE)

****TO GAIN A GOLD****

[] Don't Stop Me Now: Complete without Mr. K's heart stopping

[] Electrocuter: Electrocute Mr. K

[] The Tooth Hurts: Pull out Mr. K's tooth

[] Wrenched: Hit Mr. K with the Wrench

[] It's Legal: Use waterboarding on Mr. K

After the mission, you'll receive a text message from Steve asking you all to meet up at Covington Supplies for the next mission (mis29).

You'll also receive another text message from Trevor asking you to all meet up with him at Floyd's House in Vespucci for the mission after the next mission (misx).

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mis29

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MISSION 29 - Blitz Play Setup

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips, Michael De Santa, Franklin Clinton)

MISSION STARTING POINT: Covington Engineering Supplies, 12 El Rancho Blvd, El Burro Heights, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Federal Investigation Bureau

MISSION VEHICLE: <none>; Bodhi (Limited Canis Design - Bodhi - Garment Red)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: mobile contact added to Trevor's phone (Dave Norton); unlocked ability (ability to park any suitable car as a Getaway Car and to call teammates to let them know where it is parked)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: B

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, you take control as Trevor. Leave the area. once you leave the area, Trevor will get a conference call from Michael.

(CALL FROM MICHAEL DE SANTA WHICH ALSO INCLUDES FRANKLIN CLINTON IN THE CONFERENCE)

After the call, the meeting will be complete. Go collect the stuff for the heist.

After the call, go and find a suitable vehicle for the job. I suggest the Buffalo since it's a nice discreet car for the job.

Once you have found the car, park it in a discreet location. Once done, select Michael from the Contacts App on your phone and then select "Mark Getaway Location".

Once that's done, collect the rest of the stuff for the heist.

****TO GAIN A GOLD****

[] Complete: Just to complete the mission

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mis30

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MISSION 30 - Tow Truck

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips, Michael De Santa, Franklin Clinton)

MISSION STARTING POINT: Auto Repairs, 5 Autopia Pkwy, La Puerta, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Federal Investigation Bureau

MISSION VEHICLE: Towtruck (Limited Vapid Design - Towtruck - Rusty Brown)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: H

WHAT YOU WILL NEED: <none>

Once you arrive, get into the truck. Once done, drive the truck back to Covington Engineering Supplies on El Rancho Blvd in El Burro Heights.

Once you arrive, get out of the truck to complete the mission.

****TO GAIN A GOLD****

[] Time: Complete within 03:00mins

[] Not A Scratch: Deliver the Towtruck with no damage

[] Truckin': Reach top speed in the Towtruck

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mis31

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MISSION 31 - Masks

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips, Michael De Santa, Franklin Clinton)

MISSION STARTING POINT: Vespucci Movie Masks, 50 Vespucci Sidewalk Mrkt, Vespucci Beach, Vespucci, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Federal Investigation Bureau

MISSION VEHICLE: <none>

MISSION PAYMENT: -\$1500.00

MISSION ACHIEVEMENT: unlocked ability (ability to purchase Masks from Vespucci Movie Masks); unlocked clothing (Masks - White Hockey Mask)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: H

WHAT YOU WILL NEED: <none>

Once you arrive, go to the clothes display and press > on the d-pad to start making purchases. Purchase 3 Masks by pressing A on each one from the top (Trevor, Michael then Franklin). Buy Trevor a White Hockey Mask which costs \$500. Buy Michael a White Hockey Mask which costs \$500. Buy Franklin a White Hockey Mask which costs \$500. Once done, leave the display and the store to complete the mission.

****TO GAIN A GOLD****

[] Face Time: Purchase all masks within 00:20secs

[] Cliche: Purchase a White Hockey Mask for each character

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mis32

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MISSION 32 - Boiler Suits

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips, Michael De Santa, Franklin Clinton)

MISSION STARTING POINT: Los Santos Gun Club, Ammu-Nation, 13 Adams Apple Blvd, Pillbox Hill, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Federal Investigation Bureau

MISSION VEHICLE: <none>

MISSION PAYMENT: -\$315.00

MISSION ACHIEVEMENT: unlocked ability (ability to purchase Boiler Suits from Ammu-Nation); unlocked clothing (Outfits - Dark Blue Boiler Suit); unlocked clothing (Outfits - Blue Boiler Suit); unlocked clothing (Outfits - Green Boiler Suit)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: H

WHAT YOU WILL NEED: <none>

Once you arrive, go inside Ammu-Nation and buy 3x Boiler Suits from the clothes display on the right of the store. Walk upto the display and press > on the d-pad to start making purchases. Purchase 3 Boiler Suits by pressing A on each one from the top (Trevor, Michael then Franklin). Once done, leave the display and the store to complete the mission. Each Boiler Suit costs \$150.00

****TO GAIN A GOLD****

[] Quick Shopper: Purchase all outfits within 00:30secs

[] United Colors: Purchase a different colour for each character

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mis33

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MISSION 33 - Trash Truck

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips, Michael De Santa, Franklin Clinton)

MISSION STARTING POINT: {intercept the Trashmaster driving around Mirror Park}

MISSION FROM: Federal Investigation Bureau

MISSION VEHICLE: Trashmaster (Limited Brute Design - Trashmaster - Grey)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: H

WHAT YOU WILL NEED: <none>

Once you arrive, intercept the truck. Once done, get into the truck and drive it back to Covington Engineering Supplies on El Rancho Blvd in El Burro Heights.

Once you arrive, get out of the truck and leave the area to complete the mission.

****TO GAIN A GOLD****

[] Time: Complete within 05:00mins

- [] Undented: Deliver the Trashmaster with no damage
- [] In The Dust: Reach top speed in the Trashmaster

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mis34

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MISSION 34 - The Merryweather Heist

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

MISSION STARTING POINT: Floyd Herbert's House, 7611 Goma St, Vespucci, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Trevor Philips

MISSION VEHICLE: <none>; Cargobob (Limited Brute Design - Cargobob - Desert Camouflage with the Fort Zancudo logo and U.S. Military markings); Submersible (Limited MTL Design - Submersible - Yellow)

MISSION PAYMENT: Take (A)\$20,000,000.00 (Returned Profits To Merryweather Security Consulting); Take (B)\$20,000,000.00 (Returned Profits To Merryweather Security Consulting)

MISSION ACHIEVEMENT: unlocked achievement (Subversive); unlocked gamerpoints (20gamerpoints)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: H

WHAT YOU WILL NEED: <none>

A (cheap option/unreliable option/hard option)(mis34:1) - Trevor Philips, Michael De Santa & Franklin Clinton)
add

****TO GAIN A GOLD****

- [] add
- [] add
- [] add

-OR-

B (expensive option/reliable option/easy option)(mis34:2) - Trevor Philips, Michael De Santa, Franklin Clinton, Floyd Herbert & Wade Herbert)
(CUTSCENE)

After the cutscene, you take control as Michael. Find a suitable 4-door vehicle. Once found, pick up Trevor and Franklin.

Once done, drive to Grand Senora Desert Airport on Panorama Dr in Grand Senora Desert.

Once you arrive, get out of your vehicle and into the Cargobob. Once inside, fly the helicopter and hover above the Submersible. While hovering, press > on the d-pad to deploy the grapping hook. Once the Submersible is attached, gain altitude and fly over to the test site a few clicks west of Paleto Cove. Once you arrive, release the Submersible near the test site. To release the Submersible, press > on the d-pad while hovering.

Once done, you take control as Trevor. Use the TRACKIFY App to find the device. The red dot is the device, navigate to the device.

Once you have found the device, which is parallel west to Becker's Garage and in Paleto Bay, pick up the device by going directly above it.

Once attached, ascend to the surface. Once done, quick-switch to Michael. Once done, you take control as Michael. Fly the helicopter and hover over the Submersible. Pick up the Submersible by pressing > on the d-pad. Once attached, fly back to Grand Senora Desert Airport on Panorama Dr in Grand Senora Desert.

On your way there, you will see some targets in boats off the coast of Paleto Cove. Quick-switch to Franklin.

Once done, you take control as Franklin. Use the weapons available to take out the pursuing targets. Once you have taken out the targets, continue flying to the airstrip.

Quick-switch to Michael. Once done, you take control as Michael. Continue flying back to the airstrip.

Once you arrive, fly low over the marker and then press > on the d-pad to release the Submersible.

Once done, a cutscene will begin.

(CUTSCENE)

****TO GAIN A GOLD****

[] Salvager: Find the container within 02:00mins

[] Time: Complete within 14:30mins

[] Show No Mercenary: Eliminate all pursuing Merryweather enemies

[] Weathering The Storm: Escape the pursuing Merryweather enemies in less than 04:00mins

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mis35

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MISSION 35 - Hotel Assassination

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Franklin Clinton)

MISSION STARTING POINT: on a bench opposite Dune-O's Beach Cafe, 65 Del Perro Beach Sidewlk, Del Perro Beach, Del Perro, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Lester Crest

MISSION VEHICLE: <none>

MISSION PAYMENT: \$9000.00

MISSION ACHIEVEMENT: unlocked safehouse (3671 Whispymound Dr, VineWood Hills, Los Santos, Los Santos County, San Andreas, USA.); safehouse removed (4 Forum Dr, Davis, Los Santos, Los Santos County, San Andreas, USA.); story revealed (Brett Lowery, CEO of Beta Pharmaceuticals, is staying at The Von Crastenburg Hotel in Richman)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: L

WHAT YOU WILL NEED: Sniper Rifle, a fast car

(CUTSCENE)

After the cutscene, leave the area and get into a vehicle. It would properly be sensible if you have a fast car before you start this mission. Once you got a vehicle, drive

to the 1st floor of The Von Crastenburg Hotel RICHMAN multi-storey carpark at the back of the hotel. You can access the multi-storey carpark from Del Perro Blvd.

Once you arrive, drive into the carpark and park your car in the space highlighted by the marker, 4th space from the entrance near Del Perro Blvd.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll have 01:27mins to find a suitable vantage point for you to eliminate the target. Get back into your car and drive to the 2nd floor and drive to the far end to where you last parked on the floor below. You should see a sign at the far end of this 2nd floor, from here, exit your vehicle and switch to the Sniper Rifle.

Once done, you'll have a small window for you to wait until the target checks out of the hotel. Once he checks out, eliminate him and then exit the area to complete the mission.

Once the mission is complete, Franklin will call Lester to let him know that the target has been eliminated.

(CALL TO LESTER CREST)

After the call, you'll receive a call from Michael.

(CALL FROM MICHAEL DE SANTA)

After the call, you can check out your new crib at 3671 Whispymound Drive up in The Hills. Enjoy!

****TO GAIN A GOLD****

[] Time: Complete within 04:43mins

[] Sniper Boy: Kill the target using a Sniper Rifle

[] Money Earned: Money earned from the hit \$9000.00

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mis36

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MISSION 36 - Blitz Play

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips, Michael De Santa, Franklin Clinton)

MISSION STARTING POINT: Covington Engineering Supplies, 12 El Rancho Blvd, El Burro Heights, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Federal Investigation Bureau

MISSION VEHICLE: <none>; Trashmaster (Limited Brute Design - Trashmaster - Grey); Towtruck (Limited Vapid Design - Towtruck - Rusty Brown); {Getaway Car}; Premier (Limited Declasse Design - Premier - Red)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: unlocked achievement (Blitzed); unlocked gamerpoints (20gamerpoints); mobile contact added to Michael's phone (Devin Weston: 328-555-0182)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: H

WHAT YOU WILL NEED: Carbine Rifle, Assault Rifle, Sniper Rifle, Pump Shotgun, Sawed-Off Shotgun, Grenades, Knife, Full Health, Full Armor - basically alot of weapons

(CUTSCENE)

After the cutscene, you take control as Michael. Get into the Trashmaster. Once done, drive to Kennedy Sneaker Co on the corner of Orchardville Ave and Dry Dock St in Cypress Flats.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, drive to the yellow marker and block both lanes of the road on Orchardville Ave. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Franklin. Keep RT fully pressed and ram the Security Truck. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, get out of the Towtruck and go and plant the Sticky Bombs on the doors at the back of the Security Truck.

Once planted, press < on the d-pad to detonate the bombs. A cutscene will begin.

(CUTSCENE)

After the cutscene, keep an eye on those security guards until they flee the scene,

when they do, get yourself to cover behind those barriers before the cops arrive.

You can now quick-switch between Franklin, Trevor & Michael. Use them to take out all of the cops.

Eventually, you'll need to take out some snipers, three of them, on the building opposite you. This is the building where Franklin's Towtruck came down when you were about to ram the Security Truck. On top of there is three snipers placed at

different heights. Switch to Trevor and take out the snipers and then the helicopter when it enters the scene. Once done, switch back to Franklin and take out the remaining cops. Once done, you should now have a clear window for you to make your chance

of escape. Get into the Trashmaster and drive to your Getaway Car wherever it is that you parked it. Once you arrive, get out of the Trashmaster and destroy it with a Sticky Bomb. Once done, get into the Getaway Car and exit the area. Once done, Franklin will call Michael to tell him that it's done.

(CALL TO MICHAEL DE SANTA)

After the call, you take control as Michael. Continue driving on Buen Vino Blvd in Tongva Hills until you arrive at Devin Weston's House at x Buen Vino Blvd in Tongva Hills.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, Michael will call Franklin to say that there is a big opportunity for him.

(CALL TO FRANKLIN CLINTON)

After the call, the mission will be complete.

****TO GAIN A GOLD****

- [] Hawk Down: Shoot down the helicopter as Trevor
- [] Headshots: Kill 12 enemies with a headshot
- [] Accuracy: Finish with a shooting accuracy of at least 60%
- [] Switcher: Switch character 10 times

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mis37

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MISSION 37 - I Fought The Law

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa, Franklin Clinton, Trevor Philips)

MISSION STARTING POINT: Devin Weston's New Development Site, 36 Power St, Alta, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Devin Weston

MISSION VEHICLE: <none>; F620 (Limited Ocelot Design - F620 - Red); Police Bike (Limited Western Motorcycle Company Design - Police Bike - White); Cheetah (Limited Grotti Design - Cheetah - Blue); Entity XF (Limited Grotti Design - Entity XF - Orange)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: story revealed (turns out the order was to take 5 cars not 2 cars); story revealed (Chad Mulligan's Z-Type is the next car on the list. He's a record producer living in Hawick and he has a lockup there aswell); mobile contact

added to Franklin's phone (Devin Weston: 328-555-0182); mobile contact added to Trevor's phone (Devin Weston: 328-555-0182); mobile contact added to Trevor's phone (Molly Schultz: 346-555-0174); mobile contact added to Michael's phone (Molly Schultz: 346-555-0174)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: D

WHAT YOU WILL NEED: Knife, Full Health, Full Armor, Pistol

(CUTSCENE)

After the cutscene, you take control as Franklin. Get into the car and drive to the RON Gas Station, which is next to Ammu-Nation, on the I4 Palomino Fwy in Tataviam Mountains.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, race the cars down the freeways while zipping in and out through different lanes while driving against the flow of on-coming traffic.

Eventually, you'll be prompt to press the L-Stick Button and R-Stick Button together, do this when the yellow bar is full, this will give you a speed boost.

Get in front of the 2 racers and then Franklin will make the call to Michael. A cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. Drive the bike and pull over the 2 racers. Press L-Stick Button to turn the sirens on. Get right up behind the cars to pull them over.

Eventually, they will pull the cars over on the bridge on Great Ocean Hwy in Raton Canyon. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, quick-switch to Trevor. Drive the car to Hayes Auto on Little Bighorn Ave in Strawberry. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

****TO GAIN A GOLD****

[] Tight Squeeze: Race between the 2 trucks

[] Bus Passed: Race between the 2 buses

[] Follow The Leader: Follow Trevor through the tunnel

[] Time: Complete within 12:00mins

[] Split Seconds: Use Franklin's special ability during the race

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mis38

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MISSION 38 - Mr. Richards

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: Solomon Richards Office, Flr 3, Sam Austin Memorial Building, Richards Majestic Film Studios, 1 Industry Psg, Richards Majestic, Backlot City, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Solomon Richards

MISSION VEHICLE: <none>; Frogger (Limited Dinka Design - Frogger - Black)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: story revealed (Rocco Pelosi, happens to be the current producer of the film "Meltdown", well not for long he won't be); story revealed (apparently, Solomon Richards needs a new assistant and Devin Weston suggested Michael); story revealed (Solomon makes Michael the Associate Producer for the film "Meltdown"); mobile contact added to Michael's phone (Solomon Richards: 328-555-0123)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: S

WHAT YOU WILL NEED: Knife, Full Health, Full Armor, Pistol, Sniper Rifle

(CUTSCENE)

After the cutscene, get into a car and drive to Fridgit on 1st Forced Labor Pl off of Innocence Blvd in East Los Santos. While driving there, you'll receive a call from Solomon.

(CALL FROM SOLOMON RICHARDS)

After the call, continue driving to the location. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, do not climb the fence, instead make your way to the packing depot at the front, which you might have saw. It's on Innocence Blvd next to Popular St. When you see this, you should see 2 truck trailers. Ignore these and continue round here until you see a green RON fuel container near a yellow ladder. Use the ladder quietly until you reach the top. Once at the top, hug the air vent and wait here until you notice the guard working on the electrics at the area next to the air

vent on the roof. Once you see him, take him out quietly without alerting other guards. Once done, climb the yellow ladder next to the vent to reach the next rooftop. From here, hug the vents on the ground. Quietly wait here until the guard moves to a stationary position, from here, take him out quietly without alerting anyone.

Once done, you should see the vent reaching the area where the helipad is. Use the white vent to climb to the rooftop. Once you are at the rooftop, hug the wall under the staircase before the guard spots you as he comes out of the door. Once he moves to a stationary position, take him out. Once done, continue back to the staircase and get to the helipad on top of the rooftop above. Once you are here, a cutscene will begin.

(CUTSCENE)

After the cutscene, beat up Rocco until a cutscene begins.

(CUTSCENE)

After the cutscene, get into the helicopter fly the helicopter erratically to change Chad Milton and Anton Beaudelaire's minds, scare them by flying at high speeds, under bridges and dangerously close to buildings. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, fly the helicopter back to Richards Majestic Film Studios on 1 Industry Psg in Richards Majestic. Once you arrive, land on the empty water tank near Solomons office. It's being used as a carpark aswell.

Once you have landed, head to Solomon's office. Once done, a cutscene will begin.

(CUTSCENE)

After the mission, you'll get a text message from Dr. Isiah Friedlander. Once you do, call him up.

(CALL TO DR. ISIAH FRIEDLANDER) (Therapy - Hobbies & Pasttimes - MISSION 4 - Negativity: sec:hbbesndpsttmes:mis8:mis4)(mis38:negativity)

After the call, you can do whatever you want.

****TO GAIN A GOLD****

[] Time: Complete within 10:00mins

[] Silent Assassin: Kill 3 enemies using stealth attacks

[] Can't Touch This 2.0: Take no damage during the fight with Rocco

[] Perfect Touchdown: Land the Frogger without damaging it

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mis39

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MISSION 39 - Eye In The Sky

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Franklin Clinton, Trevor Philips)

MISSION STARTING POINT: (Trevor Philips's starting point) LSPD Mission Row Precinct, 4 Sinner St, Mission Row, Los Santos, Los Santos County, San Andreas, USA.; (Franklin Clinton's starting point) Covington Engineering Supplies, 12 El Rancho Blvd, El Burro Heights, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Devin Weston

MISSION VEHICLE: <none>; Police Maverick (Limited Dinka Design - Police Maverick - Black & White); Z-Type (Limited Truffade Design - Z-Type - Black); Tailgater (Limited Obey Design - Tailgater - Black); Tailgater (Limited Obey Design - Tailgater - Grey)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: mobile contact added to Trevor's phone (Martin Madrazo:

346-555-0188)

UNLOCKED ABILITIES: unlocked ability (ability to use the ID Scanner in the Police Maverick)

UNLOCKED SPECIAL MISSIONS: <none>

UNLOCKED STORY: story revealed (Chad Mulligan is a top movie producer in VineWood)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: D

WHAT YOU WILL NEED: <none>

Trevor's Version (mis39:1)

In Trevor's version, drive or take a taxi to the LSPD Mission Row Precinct on Sinner St in Mission Row. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, walk into the police station and to the front desk near the entrance. Once here, Trevor says that Devin Weston sent him and the police officer replies with saying that the helipad is on the roof. Head through the door at the far right of the room. At the end of this corridor is a stairwell.

Go up the stairwell to reach the roof. The roof is on the 4th level. Once you arrive, go through the green door marked as Roof Access. You'll now be on the roof.

Once here, get into the helicopter's passenger seat. Once inside, you'll gain access to the ID Scanner on board the helicopter. Use the R-Stick to control the camera and use the L-Stick up and down to zoom in or zoom out. The camera picks up details on pedestrians and vehicles that are carrying the 2012 San Andreas State License. Aiming the camera's crosshairs at any location or point on the ground will instruct the pilot to fly towards it.

When it becomes available, aim the camera towards Franklin's location marker on the HUD.

Franklin will be at Covington Supplies, so it's best to see where it might be at night.

Once you know where it is, he should appear on the HUD as a blue square.

Get close enough to scan the square. Press RT to scan the square. The details will come up as:

FRANKLIN CLINTON

PUBLIC EXPOSURE

Once done, head to Hawick. Scan the 3 different targets here. The target you are looking for is Chad Mulligan.

The 1st set of targets to scan are in an alleyway between Las Lagunas Pl, Hawick Ave and Alta St in Hawick. Scan him to see if he is Chad.

Eavesdrop on the 1st target (Eavesdrop 1 of 5) (Eavesdropper)

The 1st targets details are:

NELSON STRAUER

SPEEDING OFFENSES

Another few targets will appear. Scan them to see if they are Chad.

Eavesdrop on the 2nd target (Eavesdrop 2 of 5) (Eavesdropper)

The 2nd targets details are:

GARY HOLMES

LOITERING

Eavesdrop on the 3rd target (Eavesdrop 2 of 5) (Eavesdropper)

The 3rd targets details are:

LARRY LODEN

LOITERING

Eavesdrop on the 4th target (Eavesdrop 3 of 5) (Eavesdropper)

The 4th targets details are:

KATY LODEN

TAX EVASION

After that, head to Hawick.

The 2nd set of targets to scan are in an alleyway off of Alta Pl between Alta Pl, Hawick Ave and Power St in Hawick. Scan them to see if they are Chad.

Eavesdrop on the 5th target (Eavesdrop 4 of 5) (Eavesdropper)

The 5th targets details are:

JULIO FABRIZO

RESISTING ARREST

Eavesdrop on the 6th target (Eavesdrop 5 of 5) (Eavesdropper)

The 6th targets details are:

KARINA PEARL

DISORDERLY CONDUCT

Eavesdrop on the 7th target (Eavesdrop 5 of 5) (Eavesdropper)

The 7th targets details are:

CHAD MULLIGAN

SPEEDING OFFENSES (his location is the house opposite the pharmacy on Alta Pl in Hawick)

Once you have found him, keep on him using the camera. Chad is marked by the red square in your HUD. You will see Chop confronting him. Chop will run away.

Chad continues walking until he walks down a set of stairs and out of sight. Keep to the side of the building the way he came down on your left. He will then reappear. He will then go down another set of stairs until he reaches the alleyway below to where his garage is located. He will then open his garage door. Franklin will turn up in his Buffalo (Limited Bravado Design - Buffalo - White). Franklin will get out of his car and pull out his Pistol. He then points it at Chad. Chad then runs into the garage and into his car. Chad drives a Z-Type (the Z-Type looks a bit like the Jaguar E-Type). Once Chad makes his fast escape onto the roads, keep your camera firmly pointed at Chad, this will help Trevor to aid Franklin with instructions as to whatever the road Chad is driving down. Eventually, Chad will drive into the multistorey carpark next to The Von Crastenburg Hotel in Richman. Franklin then drives in to the carpark. You can now switch to Thermal Vision by pressing > on the d-pad. The target is on your left hand-side when you are given the option to use Thermal Vision. (I See You). A cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Franklin. Shoot Chad and then get into the Z-Type. Once inside the Z-Type, drive it back to Devin Weston's Hangar on 3 Trmc off of New Empire Wy in Los Santos International Airport. On your way there, you'll gain a 2-Star Wanted Level. Make sure you deliver the car with no scratches on it. Lose the cops and then continue to the hangar.

Once you arrive, a cutscene will begin. (Not A Scratch)

(CUTSCENE)

After the cutscene, pick any car available. Once done, exit the airport to complete the mission.

After the mission, you'll receive a call from Michael.

(CALL FROM MICHAEL DE SANTA)

After the call Devin.

(CALL TO DEVIN WESTON)

After the call, do nothing.

****TO GAIN A GOLD****

[] Not A Scratch: Deliver the Z-Type with no damage

[] Eavesdropper: Listen to 3 conversations

[] I See You: Find Chad's hiding place on the 1st attempt

NOTE: There is a newly discovered tip on how to save the Z-Type without buying it later on. Head to Trevor's House at the beach side and place the car in the parking space. Walk a far distance away from the car and then kill Franklin. Once Franklin is alive at the nearest hospital, quickly call a taxi (DO NOT DRIVE), call a taxi and head to the beach house as quickly as possible. The car should still be there. The car is now yours to keep. This tip doesn't work when replaying the mission after the mission is completed.

Franklin's Version (mis39:2)

(CUTSCENE)

In Franklin's version, add

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mis40

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MISSION 40 - Caida Libre

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa, Trevor Philips)

MISSION STARTING POINT: Rancho La Fuente Blanca, 1 Senora Rd, Tataviam Mountains, Los Santos County, San Andreas, USA.

MISSION FROM: Martin Madrazo

MISSION VEHICLE: Premier (Limited Declasse Design - Premier - Red); Bodhi (Limited Canis Design - Bodhi - Garment Red); Burrito (Limited Declasse Design - Burrito - Black with a stationary turret inside the back of the van); Sanchez (Limited Dinka Design - Sanchez - Green with the Sprunk logo and designs); Baller (Limited Gallivanter Design - Baller - Black)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: unlocked achievement (A Fair Days Pay); unlocked gamerpoints (10gamerpoints); story revealed (Javier Madrazo is Martin Madrazo's cousin who is flying back from Liberty City to Los Santos with some "innocent" files of Martin's)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: M

WHAT YOU WILL NEED: <none>

Michael's Version (mis40:1)

In Michael's version, Once you arrive, a cutscene will begin. During the cutscene, you see Trevor driving his red 4x4

very quickly around the courtyard until he stops outside the house and gets out.

Michael and Trevor then walk to the front

door. A cutscene will begin.

(CUTSCENE)

After the cutscene, continue onto Part 3 (mis40:continue)

Trevor's Version (mis40:2)

In Trevor's version, drive to the ranch and get out of your car. Once done, walk to the front door of the house where

you will see Michael standing there. Follow him into the front of the house. A cutscene will begin.

(CUTSCENE)

After the cutscene, continue onto Part 3 (mis40:continue)

CONTINUE (mis40:continue)

After the cutscene, get into your car and drive to Galileo Observatory on 1 Galileo Pk in VineWood Hills.

Once you arrive, get into the van parked near the bushes on the left. Once inside the van, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll take control of the turret. Push the L-Stick up or down to zoom in or out. Push the R-Stick in

any direction to aim down the sight of the turret. When the plane comes into the scene, aim at the plane as it passes over

Downtown. When ready, fire at the red square by pressing RB. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, shoot the red square again by pressing RB. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, shoot the red square again by pressing RB. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll take control as Trevor. Continue following the plane as it plummets down. Follow it's path

off-road and onto the trail that leads onto Arthurs Pass Trails. When you enter this trail, stay to the right, not the left.

Once done, continue following the plane. Eventually, you'll need to go off-road, litterly. While the plane is still out

of control, jump the gap over the road and continue down the muddy road on the otherside. Continue following the plane and

you should see a muddy ramp that allows you to jump the train tracks. Jump this ramp and land on the otherside safely.

Continue pass Trevor's house and Trevor will say "How is business, Ronald?".

Continue following the plane until it crashes

on a field between Union Rd and Senora Fwy on the outskirts of Grapeseed in Blaine County. Once you arrive, take out Javier

and enter the plane. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Micheal. Leave the area and then destroy the van.

Once done, go back to Martin's House. On your way there, you'll receive a call from Trevor.

(CALL FROM TREVOR PHILIPS)

After the call, drive to Stoner Cement Works off of Senora Rd in Grand Senora Desert. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll take control as Franklin. The mission will be complete.

****TO GAIN A GOLD****

- [] Floor It: Reach top speed on the Sanchez
- [] Glued To The Seat: Don't fall off the Sanchez during the chase
- [] One Two Three: Shoot down the plane with 3 shots only
- [] Time: Complete within 09:45mins

NOTE: I should mention the exploit here before the mission begins. When you arrive at the scene, don't enter the house while playing as Trevor and you can explore Martin Madrazo's land without the hassle of his security guards. You can even kill the pigs and no wanted level will be given.

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mis41

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MISSION 41 - Deep Inside

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Franklin Clinton)

MISSION STARTING POINT: on the outter wall of Richards Majestic Film Studios, 8 Heritage Wy, Richards Majestic, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Devin Weston

MISSION VEHICLE: <none>; JB 700 (Limited Dewbauchee Design - JB 700 - Grey)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: story revealed (the Actor is called Brandon and he is talking to his Assistant called Tina in a negative way); story revealed (the car titled JB 700 is named after the famous trademark car of James Bond 007, the 1969 Aston Martin DB5)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: D

WHAT YOU WILL NEED: Knife, Full Health, Full Armor, Pistol w/surpressor

(CALL TO MOLLY SCHULTZ)

After the call, go over the gate and get to where the actor is. Once you see him, sneak up behind him and knock him out to get into his clothes.

Once you knock him out, a cutscene will begin.

(CUTSCENE)

After the cutscene, get into the car on the set. Once in the car, get out of the studio quickly and onto the streets of Los Santos.

Once on the streets, drop the spikes by pressing the L-Stick Button, this will loose the security guards chasing after you. If this doesn't work, use some Sticky Bombs. Once they are gone, get the car back to Hayes Autos on Little Bighorn Ave in Strawberry. On your way there, you can press the X button to see what the red button does.

Once pressed, you can laugh until you wet your pants. Rockstar Games even included this feature from the James Bond 007 movie titled "Goldfinger", including the same tuxedo that Sean Connery wears all right down to a perfect tee. Anyways, once she is finally gone out of your ears, drop the car off back at Hayes Autos in Little Bighorn Ave in Strawberry.

Once you arrive, a cutscene will begin.

(CUTSCENE)

****TO GAIN A GOLD****

- [] Not A Scratch: Deliver the JB 700 with minimal damage
- [] Fastest Speed: Reach top speed in the JB 700
- [] Stealthy Recasting: Knock out the actor with a stealth attack
- [] Premature Ejector: Use the ejector seat within 00:10secs
- [] Second Strike: Run over the actor as you escape in the JB 700

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mis42

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MISSION 42 - Minor Turbulence

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Franklin Clinton, Trevor Philips)

MISSION STARTING POINT: Michael De Santa's House, 1 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Michael De Santa

MISSION VEHICLE: <none>; Bodhi (Limited Canis Design - Bodhi - Garment Red); Duster (Limited Dinka Design - Duster - Yellow); Cargo Plane (Limited Dinka Design - Cargo Plane - White with Blue stripes); Parachute (Limited ProLaps Design - Parachute - White and Black); Mesa (Limited Canis Design - Mesa - Black)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: M

WHAT YOU WILL NEED: Carbine Rifle, Pistol, Full Health, Full Armor, Knife

(CUTSCENE)

After the cutscene, you take control as Trevor. Get into your truck with Ron and drive to McKenzie Airfield on Seaview Rd in Grapeseed.

Once you arrive, get into the Duster. Once inside, fly to the Cargo Plane that is flying over Great Chaparral and is holding a flight pattern over the Mt. Chiliad area. During the flight, you are told by Ron to fly as close to the ground as possible to avoid detection by the radar

at the nearby military base. Stay close to the ground as possible during the flight chase. On your way there, the Cargo Plane will change direction and will take a left turn and will follow the Lago Zancudo towards the Great Ocean. When it does, stay close to the water and fly under the 2 bridges. At the end of the last bridge, take a right and continue pursuing the Cargo Plane.

Once you'll caught up with it, stay close to the ground as possible. Eventually, Ron gives you the go-fly to gain suppressive altitude to reach the Cargo Plane within the Los Santos International Airspace which covers the eastern seaboard of the San Andreas State, nearest to Mt. Gordo.

Gain altitude and reach the back of the Cargo Plane. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll be inside the Cargo Plane. Take out the 6 targets. Once done, head to the front of the plane where you will find a ladder. Climb up the ladder and take out the pilot. Once done, take over the controls. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, try and fly over the jets that are tailing you. Eventually, when you fly over the desert, the jets will become weapons free and they will be cleared to engage upon you, either divert or expect the hit. Once hit, bail out the back using the Parachute.

Before you bail out the back with the Parachute, get into the 4x4 and drive out of the Cargo Plane, then when you are in mid-air, bail out of the 4x4. Once bailed out, press A to pull open the Parachute. Press and hold LT and RT together to pull back on the airbrakes to slow your descent.

Press and hold LT to slow your descent to the left. Press and hold RT to slow your descent to the right. Turn left or right by pushing down the L-Stick to the left or right. Push and Hold down on the L-Stick to increase the speed of your descent. Once done, glide the Parachute down to a safe landing zone anywhere you want. Once landed, the mission will be complete.

After the mission, you'll receive a call from Martin Madrazo while playing as Trevor.

(CALL FROM MARTIN MADRAZO)

After the call, switch to Michael.

Once done, you'll be playing as Michael. Read the text from Trevor.

Once done, read the email from Tracey and then respond.

Once done, you'll receive a reply from Tracey. Read the reply and then respond.

Once done, you'll receive a call from Martin Madrazo.

(CALL FROM MARTIN MADRAZO)

After the call, call Dr. Isiah Friedlander.

(CALL TO DR. ISIAH FRIEDLANDER) (Therapy - Hobbies & Pasttimes - MISSION 5 - Fucked Up: sec:hbbesndpsttmes:mis8:mis5)

After the call, you can do whatever you want.

****TO GAIN A GOLD****

[] Accuracy: Finish with a shooting accuracy of at least 80%

[] Four Wheel Flier: Exit the Cargo Plane in the Mesa

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mis43

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MISSION 43 - The Paleto Score Setup

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips, Michael De Santa)

MISSION STARTING POINT: Trevor Philips Industries, Liquor Ace, 19 Algonquin Blvd, Sandy Shores, Blaine County, San Andreas, USA.

MISSION FROM: Federal Investigation Bureau

MISSION VEHICLE: Premier (Limited Declasse Design - Premier - Red); Bus (Limited Brute Design - Bus - Blue with the LST logo and designs); Ruffian (Limited Pegassi Design - Ruffian - Red)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: B

WHAT YOU WILL NEED: Pistol w/surpressor

(CUTSCENE)

After the cutscene, drive to the Bus Stop on 7 Paleto Blvd in Paleto Bay. On your way there, you'll call Lester.

(CALL TO LESTER CREST)

After the call, continue driving to the Bus Stop in Paleto Bay. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, drive to the front of Blaine County Savings Bank on 6 Cascabel Ave.

Once you arrive, press B to focus on the bank and this starts a cutscene.

(CUTSCENE)

After the cutscene, drive to the empty lot behind the bank on Procopio Dr.

Once you arrive, press B to focus on the alarm and this starts a cutscene.

(CUTSCENE)

After the cutscene, shoot the alarm. Once done, get back into the car. Once inside, drive to the

Xero Gas Station on Cascabel Ave to hear the chatter on the police scanner.

Once you arrive, press B to focus on the bank and this starts a cutscene.

(CUTSCENE)

****PALETO BAY SECURITY SERVICES****

This is Paleto Bay Security Services frequency, we have a code thirty adam.
Alarm going off at Blaine County Savings Bank. All cars in the area, please respond.
PALETO CARS
Paleto Cars three, six, nine, one will be there in fifty seconds.
PALETO BAY SECURITY SERVICES
Roger that. Four units. Backup team at station is available.
This is Paleto Security, any updates on the code thirty adam? Backup ready to mobilize.
PALETO CARS - PALETO CAR THREE
Paleto Radio, this is Paleto Car Three. We have a code twelve, false alarm.
Possibly triggered intentionally.
PALETO BAY SECURITY SERVICES
Roger that, we're going to set up checkpoints on the Great Ocean Highway and the Senora Freeway.
Car to car searches and record checks.

After the cutscene, Trevor gets out of the car and decides to make it back to the meth lab before you.
You can switch between Michael or Trevor. If you decided to stick as Michael, get back to the meth lab before Trevor.
If you decided to switch to Trevor, get back to the meth lab before Michael. Once you arrive, a cutscene will begin.
(CUTSCENE)
After the cutscene, you can choose between either Gustavo Mota, Daryl Johns or Trevor's mate, Chef, who happens to be a professional and his cut is less, to be your crew GUNMAN.
Once done, you can choose to either confirm your choices by pressing A or to change options press B. Once done, a cutscene will begin.
(CUTSCENE)
After the cutscene and once Trevor has finished being sick, the mission will be complete.

You'll receive a call from Franklin.
(CALL FROM FRANKLIN CLINTON)
After the call, call Jimmy.
(CALL TO JIMMY DE SANTA)
After the call, do nothing.

TO GAIN A GOLD

[] Leisurely Drive: Drive to the bank within 03:30mins
[] Winner: Win the race back to the meth lab

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mis44

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MISSION 44 - Predator

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

MISSION STARTING POINT: Trevor Philips's House, 31 Zancudo Ave, Sandy Shores, Blaine County, San Andreas, USA.

MISSION FROM: Trevor Philips

MISSION VEHICLE: Bodhi (Limited Canis Design - Bodhi - Garment Red); Baller (Limited Gallivanter Design - Baller - Black); Frogger (Limited Dinka Design - Frogger - Black with the TP Industries logo in red)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: T

WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, get into your 4x4 and drive to where you'll meet Franklin. On the way there, the game will switch you to Franklin automatically. A cutscene will begin.

(CUTSCENE)

After the cutscene, continue following The O'Neil Brothers 4x4. Franklin then calls Trevor during the chase. During the call, Franklin says that him and Chop are coming up the WH.

Franklin must be referring to the Grean Ocean Hwy as the WH meaning Western Hwy.

(CALL TO TREVOR PHILIPS)

After the call, continue following The O'Neil Brothers 4x4. They eventually go off road, so follow them down the muddy trail that goes towards Raton Cnyn heading east off of the main highway.

Eventually during the chase on the muddy trail, a cutscene will begin.

(CUTSCENE)

After the cutscene, get out of your car and follow Chop to the burning O'Neil's car. Franklin then calls Trevor.

(CALL TO TREVOR PHILIPS)

After the call, the game will switch you to Trevor automatically. A cutscene will begin.

(CUTSCENE)

After the cutscene, drive to the Grand Senora Desert Airport on Panorama Dr in Grand Senora Desert. Once you arrive, get into your helicopter. Once inside, fly to the Raton Canyon Forest in Raton Canyon.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, use the Sniper Rifle to hunt down the last remaining 3 of The O'Neil Brothers that are trying to escape through the woods. Press > on the d-pad to

turn the Thermal Vision on. Once on, scan the river to your left and you should see the first target trying to make his hefty escape by swimming. Shoot his luck out of the water. Once done, your next target will be directly in front of you not far from the road, near your top left. Take him out. Once done, you should see a target shooting at you with a Rocket Launcher. A cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Franklin. Quick-Switch to Chop. Watch as Chop tracks him down. Eventually, you'll come to the rocks with the O'Neil with the Rocket Launcher. Quick-Switch back to

Franklin and then press LB to target the enemy then press B to let Chop go at the target, full teeth an all. Then follow the target as Franklin and try to take him out before he makes his escape.

Once the target is down, Quick-Switch to Trevor and then land where Franklin and Chop are. Once you land, let them board the helicopter.

Once done, fly the helicopter back to the helipad at the Grand Senora Desert Airport on Panorama Dr in Grand Senora Desert. Once you land, a cutscene will begin.

(CUTSCENE)

****TO GAIN A GOLD****

[] Accuracy: Finish with a shooting accuracy of at least 70%

[] Time: Complete within 09:00mins

[] Headshots: Kill 3 enemies with a headshot

[] Thin The Herd: Don't kill any animals

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mis45

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MISSION 45 - Military Hardware

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

MISSION STARTING POINT: {intercept the Military Truck carrying the Military Hardware that is being transported to Fort Zancudo Airbase every 2hrs-3hrs}

MISSION FROM: Trevor Philips

MISSION VEHICLE: <none>; Barracks (Limited Brute Design - Barracks - Desert Camouflage with Fort Zancudo Airbase logos, designs, markings and U.S. Army markings)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: {moving symbol} H

WHAT YOU WILL NEED: Full Armor, Full Health, Carbine Rifle, Sticky Bombs

Once you arrive, follow the truck. You'll need to steal it.
A good idea is to use at least 2 Sticky Bombs and wait for the first 4x4 and the truck to go past, then blow up the second 4x4 and then change to your Carbine Rifle and kill the rest of the targets before getting into the truck.
Once done, get the truck back to the Liquor Ace store on Algonquin Blvd in Sandy Shores.
Once you arrive, get out of the truck and the mission will be complete.

After the mission, you'll call Lester.
(CALL TO LESTER CREST)
After the call, head back to your place and clean yourself up for the next mission.

****TO GAIN A GOLD****

- [] Head Hunter: Kill 5 enemies with a headshot
- [] Sticky Strategist: Stop the convoy using a Sticky Bomb trap

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mis46

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MISSION 46 - The Paleto Score

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips, Michael De Santa)

MISSION STARTING POINT: Trevor Philips Industries, Liquor Ace, 19 Algonquin Blvd, Sandy Shores, Blaine County, San Andreas, USA.

MISSION FROM: Trevor Philips

MISSION VEHICLE: Burrito (Limited Declasse Design - Burrito - White); Rhino Tank (Limited Brute Design - Rhino Tank - Desert Camouflage with Fort Zancudo Airbase logos, designs, markings and U.S. Army markings); Dozer (Limited HVY Design - Dozer - Yellow)

MISSION PAYMENT: Take \$8,018,020.00; Money Dropped -\$35,609.00; FIB's Cut \$x.xx; Micheal's Cut \$x.xx; Crew Cut \$6,681,683.30; Franklin's Cut \$x.xx; Trevor's Cut \$x.xx

MISSION ACHIEVEMENT: unlocked achievement (Small Town, Big Job); unlocked gamerpoints (20gamerpoints); story revealed (Michael's first score was in 1988 on the outskirts of Carcer City. He took a small franchise for \$10,000.00), story revealed (Franklin's first score was in 2010 and he took \$2,000.00, only he didn't see it like that. The Dye Pack went off early and the money was useless then)

MISSION ACHIEVEMENT: story revealed (Trevor's first score was in add and he took the Checks Cashed Place for \$8,000.00. Well, he knew the guy who ran the store and the man ID'd Trevor. Trevor went away for 6 months and he got out in 4 months

on probation); story revealed (Chef's first score was in and it was part of the interview process at Trevor Philips Industries. Trevor knew Chef could cook but he wanted to know if Chef could handle himself. A cash-for-Gold guy came through town, stood to reason he had funds. Next thing they know is that they were burying him and his bodyguard in the junkyard... well... most of 'em, anyhow. Anyways, Chef took the cash-for-Gold guy for \$50,000.00)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: H

WHAT YOU WILL NEED: Full Armor, Full Health, Carbine Rifle, Sticky Bombs - basically, alot of weapons for this mission

(CUTSCENE)

After the cutscene, you take control as Michael. Get into the van and drive to the pier on Procopio Prmnde in Paleto Bay.

Once you arrive, wait for Franklin to get out of the van. Once he's gone, head to the Blaine County Savings Bank on Cascabel Ave.

Once you arrive, get out of the van and enter the front entrance of the bank. Walk into the bank and hold your gun at the hostages but do not hurt them unless they try to move. When ready, follow Chef to the vault and wait until he says that you got to kick it. When you do, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Trevor. Enter the vault. A cutscene will begin.

(CUTSCENE)

After the cutscene, Quick-Switch to Michael. You take control as Michael. Take out the cops with the Minigun, this will tickle their torso's very much. Once done, take out the helicopter. A cutscene will begin.

(CUTSCENE)

After the cutscene, Quick-Switch to Trevor. You take control as Trevor. Continue taking out the cops.

Once done, Quick-Switch to Michael. You take control as Michael. Exit the area through the courtyard inside the motel from across the street from the bank. Once inside the courtyard, continue through the courtyard and take out the cops. Blast the fence in front of you with the Minigun. Once done, run through the garden on the otherside. Once done, continue following the gang. Eventually, more cops and NOOSE will turn up. Take down the NOOSE first and then get into one of their vans to fill your Armor all the way back up to full.

Once done, continue following the gang. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, take out the military that turn up. Continue through this area while following the gang.

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Franklin. Use the Dozer to flip the military vehicles over. Push down the up on the L-Stick to flip

the vehicles over. To use the blade, push up or down on the L-Stick to control the blade. When you get to Reds Machine Supplies, enter the main yard. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, drive very quickly to the Cluckin' Bell Happy Chicken Factory on Great Ocean Hwy. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, Quick-Switch to Franklin and then enter the factory and take out the targets inside. The 1st target is on your right through the corridor with the white see-through sheets. Take him out and the next target on your left. Enter the processing area and advance through the warehouse. Take out the next target hiding behind a table on the otherside of the room on your left. Once done, continue through the warehouse.

Take out the 2 targets that come through the next corridor. Once done, enter the corridor and continue using cover behind Michael, Trevor or cover behind walls and such. Take out the 7 targets in the next room. Continue down your left into another corridor in this room. In this corridor, take out the 6 targets while using cover behind boxes. Continue advancing down the corridor to the next room. In this room, take out the 5 targets.

Once done, make your way to the train platform. 4 targets will show up and then another set of targets show up. Take them until the train arrives.

The train will zip pass the platform, head to the maker. A cutscene will begin. During the cutscene, Agent Sanchez helps you guys out of the train car that is on the tracks on the road between Sandy Shores and Grand Senora Desert National Park.

(CUTSCENE)

After the cutscene, the mission will be complete.

****TO GAIN A GOLD****

- [] Let It Rain: Fire over 4000 bullets
- [] Accuracy: Finish with a shooting accuracy of at least 50%
- [] Time: Complete within 16:00mins
- [] Collateral Damage: Cause \$1,000,000.00 damage in Paleto Bay

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mis47

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MISSION 47 - Derailed

MISSION CATEGORY: Story Missions - Missions
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)
MISSION STARTING POINT: Trevor Philips's House, 31 Zancudo Ave, Sandy Shores, Blaine County, San Andreas, USA.

MISSION FROM: Trevor Philips

MISSION VEHICLE: Sanchez (Limited Maibatsu Design - Sanchez - USA Stripes); Train Engine (Limited Brute Design - Train Engine - Yellow and White with the GoLogo logos and designs); Dinghy (Limited Nagasaki Design - Dinghy - Black); Bison (Limited Vapid Design - Bison - Dark Red); BF Injection (Limited BF Motors Design - BF Injection - Dark Red)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: T

WHAT YOU WILL NEED: Full Armor, Full Health

(CUTSCENE)

After the cutscene, you'll take control as Trevor. Get onto the bike. Once done, get to the jump platform off of Grapespeed

Ave in Braddock Pass. Once you make the jump, a cutscene will begin.

(CUTSCENE)

After the cutscene, drive along the train cars until you get to the train engine at the front. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll be able to drive the train. Use R-Stick to move the camera around. Press and hold RT to accelerate.

Press and hold LT to apply the airbrakes. Press L-Stick Button to use the horn. Apply the airbrakes when going around corners so that you don't derail. Eventually, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll take control as Michael. Get to the Calafia Rail Brdg in Cassidy Creek. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, press X to select next weapon while in a vehicle. Press and hold LB to aim and then release to place the Sticky Bomb on the yellow container doors. Once done, press < on the d-pad to blow the charge. A cutscene will begin.

(CUTSCENE)

After the cutscene, you'll take control as Trevor. Protect Michael from all of the targets. Once done, take down the helicopters.

Once done, take out the snipers on the bridge. Switch to your Sniper Rifle and then press < on the d-pad to turn the Thermal Vision on.

Take out the snipers on the bridge. Once done, take out the last helicopter and the paratroopers. Once Michael is done, jump into the river and swim over to the Dinghy. Once done, get into the Dinghy. Once done, Michael will drive down the rapids. A cutscene will begin.

(CUTSCENE)

After the cutscene, more Merryweather enemies will turn up. Take them down while they are chasing you. You can switch to Michael during this chase.

I suggest that you do a bit of both before this mission is over. Once you're out of the

rapids and onto Cassidy Snd, loose the pursuing targets.
Once done, continue to the beach 1 mile around the corner to your left, off of the Great Ocean Hwy in North Chumash, opposite Hookies.
Once you make it onto the beach, get out of the Dinghy and into any of the 2 getaway vehicles available to you. A cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Trevor. The mission will be complete.

****TO GAIN A GOLD****

- [] Time: Complete within 11:30mins
- [] Fastest Speed: Reach top speed on the Sanchez
- [] Better Than CJ: Land on the train using the 1st jump

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mis48

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MISSION 48 - Monkey Business

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: 3 Catfish Vw, Catfish View, Cape Catfish, San Chianski Mountain Range, Blaine County, San Andreas, USA.

MISSION FROM: Federal Investigation Bureau

MISSION VEHICLE: <none>; Dinghy (Limited Nagasaki Design - Dinghy - Black); Cargobob (Limited Brute Design - Cargobob - White and Red with the Jetsam Terminal logos and designs); Bodhi (Limited Canis Design - Bodhi - Garment Red)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: weapon unlocked (Stun Gun)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: B

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol w/supressor, Knife

(CUTSCENE)

After the cutscene, follow the coast to the south around the corner. Once you arrive in the middle of the bay, press Y to dive into the ocean. Once inside the ocean, follow Dave and Steve to the discharge tunnel.

Once you get to the grate over the discharge tunnel, a cutscene will begin.

(CUTSCENE)

After the cutscene, press and hold RB to start the Oxy-Hydro Cutting Tool. Push the R-Stick or L-Stick up, down, left or right to move the cutter. Cut the green dotted areas accurately by holding the cutter over it and then start the cutter.

Once the task is complete, a cutscene will begin.

(CUTSCENE)

After the cutscene, follow Dave and Steve down the discharge tunnel. Once you reach the end of the tunnel, surface to the water and climb the ladder to reach the ground. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, try to take out the guards using the non-lethal Stun Gun weapon. Take out the scientist in the next corridor. Enter the corridor and continue down the hall. Take out the guard at the end of the corridor. Turn left and continue following Dave into the next corridor.

Go all the way down the corridor to where the elevator is. Once done, take out the scientist that comes out of the elevator and then grab his swip card. Once done, enter the elevator with Dave and Steve. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, go out of the corridor to the right and then take a left and then another left to reach the lab. Take out the 2 scientists and then advance down the corridor. Once done, continue down the hall and to the left into the corridor. Get your back against the wall until the

2 guards enter the hall. Take them both out at the same time when the 2nd guard goes through the door, if done correctly, you would get them both down in one shot. Once done, continue down the next corridor to the left. You'll now need to use the access card to enter the Cold Room. This is the Cold Storage Room where they keep top secret toxins and chemicals safely. Walk upto the door to use the swip card. A cutscene will begin.

(CUTSCENE)

After the cutscene, enter the room and wait for Steve to stop a scientist, this will cause the scientist in the Cold Room to come out. Enter the room and take the toxin. A cutscene will begin.

(CUTSCENE)

After the cutscene, exit the Cold Room and take out the scientists. Once done, quickly follow Dave and Steve down the hall and into the next room.

Continue into the next room and take out the 2 guards with a proper gun, this time you've been authorized. Advance down the room and into the next room on the otherside. Once done, take out the 4 guards in this room. Once done, continue down the corridor to the next room.

Once done, take out the next guard and take the left down the corridor he came down. Once done, take the corridor to the left and take out the 4 guards, here you can use cover to protect yourself by putting yourself against the wall to hug it. Once done, advance down the corridor and take the right. Once done, continue down this corridor. You'll now be in Quarantine. Lots of Monkeys who are not happy. Anyways, take out the 2 guards at the end of the corridor and advance to the right into the next corridor. Around the corridor is a double-door that leads to the Loading Bay. Wait for Dave to shoot the door before you go into the next corridor. Go down this next corridor and into the Loading Bay. Take out the 9 guards here.

Once done, go into the loading area outside and get the nerve toxin agent into the Refrigeration Unit. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Trevor. Fly and then hover the helicopter above the Refrigeration Unit.

Once done, a cutscene will begin. During the cutscene, you will also see a National Security Agent who works with the agency in Liberty City in United Liberty Paper Merchants Company, Ltd.

(CUTSCENE)

After the cutscene, fly over to Grand Senora Desert Airport on Panorama Dr in Grand Senora Desert. Once you arrive, land the container carefully onto the trailer below. Once you're hovering above the trailer gently, press > on the d-pad to detach the container. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, land the helicopter next to the hanger. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll take control as Trevor. Drop Patricia Madrazo off back her house at Rancho La Fuente Blanca on Senora Rd in Tataviam Mountains.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

****TO GAIN A GOLD****

[] Stunner: Stun 8 enemies with the Stun Gun

[] Headshots: Kill 15 enemies with a headshot

[] Accuracy: Finish with a shooting accuracy of at least 70%

[] Time: Complete within 13:30mins

NOTE: I should explain about the exploit here that once you've taken out all of the guards in the Loading Bay, before you get to the refrigeration unit, you can explore all of the labs area outside before commencing on with the mission without being killed. This is an exploit here.

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mis49

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MISSION 49 - Hang Ten

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

MISSION STARTING POINT: Floyd Herbert's House, 7611 Goma St, Vespucci, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Trevor Philips
MISSION VEHICLE: Bodhi (Limited Canis Design - Bodhi - Garment Red)
MISSION PAYMENT: \$0.00
MISSION ACHIEVEMENT: story revealed (Debra was cheating with Bob); story revealed (Floyd and Debra die during this missions opening cutscene); story revealed (Mr. Raspberry Jam is Trevor's grille ornament for his truck); story revealed (Wade met Trevor at the Daisy Bell and Kush-Chronic gathering in 2011. Wade stopped in Sandy Shores to get lit and he met a dealer); unlocked ability (ability to save cars by parking in the bays next to the strip club); safehouse removed (Floyd Herbert's House, 7611 Goma St, Vespucci, Los Santos, Los Santos County, San Andreas, USA.); safehouse unlocked (Vanilla Unicorn Strip Club, 5 Elgin Ave, Strawberry, Los Santos, Los Santos County, San Andreas, USA.)
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: T
WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, drive to Vanilla Unicorn Strip Club on Elgin Ave. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. You receive a call from Lester.

(CALL FROM LESTER CREST)

After the call, the mission will be complete.

****TO GAIN A GOLD****

[] Time: Complete within 04:02mins

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mis50

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MISSION 50 - Surveying The Big Score

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa, Franklin Clinton, Trevor Philips)

MISSION STARTING POINT: Vanilla Unicorn Strip Club, 5 Elgin Ave, Strawberry, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Trevor Philips

MISSION VEHICLE: Tailgater (Limited Obey Design - Tailgater - Black); Bodhi (Limited Canis Design - Bodhi - Garment Red); Frogger (Limited Dinka Design - Frogger - Black with the TP Industries logo in red)

MISSION PAYMENT: \$x.xx

MISSION ACHIEVEMENT: mobile contact added to Trevor's phone (Patricia Madrazo: 328-555-0110)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: T

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol, Knife, Carbine Rifle

Trevor's Version (mis50:1)

In Trevor's version, once you arrive, a cutscene will begin. During the cutscene, you see the fridge door opens and out falls Leon, the old manager of Vanilla Unicorn Strip Club. Michael then enters the scene, then followed by Franklin and shortly after Franklin, Lester enters the scene and then discusses the plot with all three of them together in the managers office. When they all exit the back door of the strip club, Leon falls out of the fridge. This ends the cutscene.

(CUTSCENE)

After the cutscene, continue onto Part 3 (mis50:continue)

Michael's Version (mis50:2)

In Michael's version, once you arrive, a cutscene will begin. During the cutscene, you see Michael entering the scene, then followed by Franklin and shortly after Franklin, Lester enters the scene and then discusses the plot with all three of them together in the managers office. When they all exit the back door of the strip club, Leon falls out of the fridge. This ends the cutscene.

(CUTSCENE)

After the cutscene, continue onto Part 3 (mis50:continue)

Franklin's Version (mis50:3)

In Michael's version, once you arrive, a cutscene will begin. During the cutscene, you see Franklin entering the scene, then followed by Lester who then discusses the plot with all three of them together in the managers office. When they all exit the back door of the strip club, Leon falls out of the fridge. This ends the cutscene.

(CUTSCENE)

After the cutscene, continue onto Part 3 (mis50:continue)

CONTINUE (mis50:continue)

After the cutscene, you take control as Michael. Get into your car and drive to Union Depository on Upper San Andreas Ave.

Once you arrive, press B to focus on the front entrance. A cutscene will begin.

(CUTSCENE)

After the cutscene, you can quick-switch to Trevor. Continue driving the car as Michael. Drive to the back entrance of the

Arcadius Business Center on Alta St. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Trevor. Continue driving to Grand Senora

Desert Airport on
Panorama Dr in Grand Senora Desert. Once you arrive, get out of the truck and into
the helicopter. Once inside, fly to
Innocence Blvrd and Amarillo Wy in El Burro Heights. Once you arrive, a cutscene will
begin.

(CUTSCENE)

After the cutscene, you can control the on-board camera in the chopper by pressing
B. Once done, you can use the chopper's
camera controls to control the chopper. Same as you would normally except the
zoom in and zoom out controls are on the
R-Stick as up and down. L-Stick controls the movement and altitude of the
helicopter. (You can use controls from mis39
for help, if you need it). Continue following the armored vans until they enter the
Downtown Tnnl. Once they are in, fly to
the other side of the tunnel and wait for them to exit. Once done, continue following
them using the camera. When they reach
the back entrance of Union Depository on Alta St, a cutscene will begin.

(CUTSCENE)

After the cutscene, fly the helicopter to your left-side of the building in front of you
to find the carpark (from mis2) and
the construction site for the new Los Santos Metro Subway Station in Pillbox North.
The construction site is on Lower Power
St opposite of the Downtown Tnnl and the Union Depository which is also on Lower
Power St and Upper Power St.

Once you arrive, hover over the top of the opening of the hole and then press B.
Continue hovering here until Lester is
finished gathering intel. Once done, you can quick-switch to Michael. Continue flying
the helicopter as Trevor back to
Grand Senora Desert Airport on Panorama Dr in Grand Senora Desert. Once you
have landed, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete. Soon after the mission, you'll
receive a call from Patricia.

(CALL FROM PATRICIA MADRAZZO)

After the call, do nothing. From here, switch to Michael and then save the game for
that the next mission takes you back
to Ludendorff (from mis1).

****TO GAIN A GOLD****

- [] Perfect Distance: Follow the vans without being warned on distance
- [] Cavity Search: Find the construction hole within 00:20secs
- [] Under The Bridge: Fly under the bridge whilst following the security vans
- [] Tunnel Flight: Fly through the tunnel whilst following the security vans

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mis51

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MISSION 51 - Bury The Hatchet

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa, Trevor Philips)

MISSION STARTING POINT: Michael De Santa's House, 1 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Michael De Santa

MISSION VEHICLE: <none>; Jet (Limited Brute Design - Jet - FlyUs); Asea (Limited Declasse Design - Asea - Light Blue); Cuban 800 (Limited Dinka Design - Cuban 800 - Blue and White stripes)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: unlocked achievement (The Moment Of Truth); unlocked gamerpoints (10gamerpoints); unlocked clothing (Trevor Philips - Outfits - Ludendorff); mobile contact added to Trevor's phone (Wei Cheng, Sr.: 328-555-0190)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: M

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol, Knife, Carbine Rifle

Michael's Version (mis51:1)

In Michael's version, once you arrive, a cutscene will begin. During the cutscene, Michael goes to the sofa and sits down.

Trevor then enters the room from the hallway. This is where Trevor's scene takes place. Michael then bunches up on the sofa and Trevor then sits next to him. They both discuss about their partnership after the Union Depository heist which is soon to happen. Eventually, Trevor becomes angry and upset with Michael. Trevor then states that nobody loves him and that Michael ain't even a man, he's nothing and that Trevor is Michael's living nightmare. Trevor then becomes puzzled about the fact that he thinks that Bradley Snider might be in Michael De Santa's grave in Luddendorff Cemetary. Trevor then storms out and heads to the airport.

(CUTSCENE)

After the cutscene, continue onto Part 3 (mis51:continue)

Trevor's Version (mis51:2)

In Trevor's version, once you arrive, a cutscene will begin. During the cutscene, Michael goes to the sofa and sits down.

Trevor then enters the room from the hallway. This is where Trevor's scene takes place. Michael then bunches up on the sofa and Trevor then sits next to him. They both discuss about their partnership after the

Union Depository heist which is soon to happen. Eventually, Trevor becomes angry and upset with Michael. Trevor then states that nobody loves him and that Michael ain't even a man, he's nothing and that Trevor is Michael's living nightmare. Trevor then becomes puzzled about the fact that he thinks that Bradley Snider might be in Michael De Santa's grave in Luddendorff Cemetary. Trevor then storms out and heads to the airport.

(CUTSCENE)

After the cutscene, continue onto Part 3 (mis51:continue)

CONTINUE (mis51:continue)

After the cutscene, you take control as Michael. Get into your car, oh wait... hahahaha... Trevor's just stolen it. Ok, head to the carpark at the front of Los Santos International Airport Terminal 4 - Lower Entrance on Exceptionalists Wy in Los Santos International Airport. On your way there, you call Trevor.

(CALL TO TREVOR PHILIPS)

After the call, you call Dave.

(CALL TO DAVE NORTON)

After the call, continue to the airport. Once you arrive, park the car in the bay and then head across the road to the terminal building itself. Once done, go up the stairs on your right and to the main entrance on New Empire Wy (above).

Go to the main terminal building. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll be in North Yankton. Drive down Cavalry Blvrd to Ludendorff Cemetery.

On your way there, you will hear Michael's thoughts:

Michael Townley: "Listen, Amanda. We're going to move to Los Santos. Start over. I made a deal. The slate will be totally wiped clean."

Michael Townley: "Alright, everybody pays attention, no one gets hurt!"

Michael Townley: "Trust me, darling. Look at me, Amanda. It was the only thing I could do. Either everyone dies, or one guy gets out. I'm that guy!"

Michael Townley: "Slow and steady, T, slow and steady."

Michael Townley: "His name is Dave Norton, nice guy - realist. He gets the glory, I get out. It's not even a decision, Amanda, I don't have a choice."

Michael Townley: "Do you wanna die here where it's always snowing? Or do you wanna go and live where it's always sunny?"

Michael Townley: "Alright, you wanna live? Tell me you wanna live. We'll work this out."

Michael Townley: "Some depot out of town, you don't need to know. Trust me,

nothing is gonna go wrong. Nothing!"

Michael Townley: "Yeah, I hear ya! We gotta follow the plan - everything'll work out."

Michael Townley: "I did the deal, Amanda. It's over. Baby, we get out. Be happy. Be normal!"

By now, you should see the state animal - The Ludendorff Beaver. You'll now be in the town of Ludendorff in North Yankton.

Michael Townley: "It ain't supposed to go down like this."

Michael Townley: "We did it. Baby, we are home free!"

Michael Townley: "This is fucked, man! The thing is blown!"

Michael Townley: "Just this one job, and everything is done."

By now, you should see the Ludendorff Church up ahead. A cutscene will begin as soon as you cross the tracks near the church.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, walk to the front of the church and on your far right you should see a sign that says

"Ludendorff Cemetery" above. Walk down this path to reach your grave at the far end. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, take out the Chinese targets while using lots of cover and while taking out the vans that turn up.

Take out each wave of enemies and get back to your car.

Once you arrive, get into your car. A cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Trevor. You'll be in San Andreas. Fly back to Grand Senora Desert Airport on

Panorama Dr in Grand Senora Desert. On your way there, you will receive a call from Wei Cheng, Sr..

(CALL FROM WEI CHENG, SR.)

After the call, continue flying back to the airport. Once you have landed, the mission will be complete.

****TO GAIN A GOLD****

[] Time: Complete within 11:00mins

[] Headshots: Kill 20 enemies with a headshot

[] Accuracy: Finish with a shooting accuracy of at least 80%

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mis52

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MISSION 52 - Pack Man

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips, Franklin Clinton)

MISSION STARTING POINT: Lamar Davis's House, 1 Forum Dr, Davis, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Devin Weston

MISSION VEHICLE: <none>; Buffalo (Limited Bravado Design - Buffalo - White); Monroe (Limited Pegassi Design - Monroe - Yellow); Packer (Limited MTL Design - Packer - Red)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: unlocked weapon (Spikes - available for this mission only); unlocked weapon (Mounted Guns - available for this mission only)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: D

WHAT YOU WILL NEED: Full Armor, Full Health

Trevor's Version (mis52:1)

In Trevor's version, once you arrive, you'll receive a call from Lamar.

(CALL FROM LAMAR DAVIS)

After the call, you take control as Franklin. Continue to where the car is at. The car is at the back of Glass Heroes on

Innocence Blvd in Strawberry.

Once you arrive, continue onto Part 3 (mis52:continue)

Franklin's Version (mis52:2)

In Franklin's version, once you arrive, you'll receive a call from Lamar.

(CALL FROM LAMAR DAVIS)

After the call, head to the back of Glass Heroes on Innocence Blvd in Strawberry.

Once you arrive, continue onto Part 3 (mis52:continue)

CONTINUE (mis52:continue)

Once you arrive, get into the car and drive to Hayes Autos on Little Bighorn Ave in La Mesa.

Once you arrive, drive the car slowly onto the Packer. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Trevor. Drive the Packer to the drop-off point at Procopio Truck Stop on

Great Ocean Hwy in Paleto Bay. On the Packer, you will see:

TOP

> Z-Type (Limited Truffade Design - Z-Type - Black): V1NTAG3

> Entity XF (Limited Grotti Design - Entity XF - Orange): MKB652

> JB 700 (Limited Dewbauchee Design - JB 700 - Grey): 4G3NT

BOTTOM

- > Stinger (Limited Grotti Design - Stinger - Red): ALPHADOG
- > Cheetah (Limited Grotti Design - Cheetah - Blue): SDTM1YP
- > Monroe (Limited Pegassi Design - Monroe - Yellow): FA5T66

Eventually, you'll gain a 2 star wanted level when entering Blaine County. Press B when you're clear to show the cinematic.

Press B again to stop showing the cinematic. Once Franklin is inside the JB 700, quick-switch to Franklin.

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, use the weapons which are built into the JB 700 to take out the 10 pursuing cop cars. Stay close to the trailer during the chase. Take out the cops. Press and hold LB to use the Mounted Guns. Press L-Stick Button to drop the Spikes. Once you have lost the cops, you'll receive a call from Molly.

(CALL FROM MOLLY SCHULTZ)

After the call, continue following the trailer to the Procopio Truck Stop on Great Ocean Hwy in Paleto Bay.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete. Franklin then calls Lester.

(CALL TO LESTER CREST)

After the call, call Devin.

(CALL TO DEVIN WESTON)

After the call, do nothing.

****TO GAIN A GOLD****

[] Time: Complete within 12:00mins

[] Not A Scratch: Complete with minimal damage to the JB 700

[] Shredder: Take out 3 cop cars using the spikes

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mis53

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MISSION 53 - Fresh Meat

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Franklin Clinton)

MISSION STARTING POINT: Franklin Clinton's House, 4 Forum Dr, Davis, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Franklin Clinton

MISSION VEHICLE: <none>; Coquette (Limited Invelero Design - Coquette - Silver)

MISSION PAYMENT: \$x.xx

MISSION ACHIEVEMENT: unlocked ability (ability to use the Trackify App); story revealed (Wei Cheng Triad are from Yangshan in China)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: F

WHAT YOU WILL NEED: Fast Car, Full Armor, Full Health, Pistol, Carbine Rifle, Assault Rifle, Trackify App

(CUTSCENE)

After the cutscene, Franklin calls Lester.

(CALL TO LESTER CREST)

After the call, you'll receive an app for your phone. You'll receive the Trackify App.

(APP FROM LESTER CREST)

Once you receive the app, a cutscene will begin.

(CUTSCENE)

After the cutscene, you will need a car. Find a car and then get in. Once inside, use the Trackify App to find Michael.

The red dot on the map indicates Michael's position. Drive by following the red dot.

Drive to Food Production Butchery & Stockyard on Orchardville Ave between El Rancho Blvd and South Shambles St

in Cypress Flats. Once you arrive, the entrance is at Deven on Orchardville Ave. Once you have found it, get out of your

car and switch to the Pistol. Take out the 2 targets near the 4x4s. Once done, 2 targets will come out of the

slaughterhouse. Take these targets out and then head into the slaughterhouse. While using cover, take out all the targets

in here while using the Carbine Rifle and Pistol. Once you have found Michael, shoot the target near the conveyor belt.

A cutscene will begin.

(CUTSCENE)

After the cutscene, go up to Michael and press > on the d-pad to throw Michael a gun. A cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. Shoot the targets that come down the corridor in front of you and on your

left while using the Pistol. Once all the targets have been dealt with, you'll take control of Franklin.

Take out the targets down the corridor. Eventually, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. Shoot the target to save Franklin.

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. Switch to Franklin. You'll take control as Franklin. Use the Carbine Rifle

to protect Michael as you both escape out of the slaughterhouse. Once you have escaped the slaughterhouse, get into the car.

Once done, drive Michael back to his house on Portola Dr in Rockford Hills. Take out

the pursuing targets before you get back to Michael's House. Once you arrive, a cutscene will begin.
(CUTSCENE)
After the cutscene, you take control as Michael. The mission will be complete.

****TO GAIN A GOLD****

- [] Switch Limiter: Don't switch more than 3 times
- [] Accuracy: Finish with a shooting accuracy of at least 70%
- [] Headshots: Kill 10 enemies with a headshot
- [] Swift Rescue: Rescue Michael within 03:30mins
- [] Sense Of Direction: Don't use a map waypoint

NOTE: Michael is located in a slaughterhouse between El Rancho Blvd, Orchardville Ave and South Shambles St in Cypress Flats.

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mis54

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MISSION 54 - The Ballad Of Rocco

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: Trailer 6, Richards Majestic Film Studios, 1 Industry Psg, Richards Majestic, Backlot City, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Solomon Richards

MISSION VEHICLE: <none>; Baller (Limited Gallivanter Design - Baller - Black)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: story revealed (Michael killed Rocco Pelosi in Los Santos, San Andreas, USA.)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: S

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol

(CUTSCENE)

After the cutscene, get into the car. Once inside, chase down Rocco and destroy his car.

Once his car is destroyed, Rocco and his friend will flee. Take them down then leave the area.

Michael then calls Solomon.

(CALL TO SOLOMON RICHARDS)

During the call, you can go and see what Solomon wants to show you by pressing A to accept and to say no, press B to reject.

After the call, depending on what you did, you can go and either:

A)(ACCEPTED OFFER): Drive back to the studio and park in the carpark outside the Sam Austin Memorial Building.

Once done, walk to the building. A cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

-OR-

B)(REJECTED OFFER): add

TO GAIN A GOLD

[] Time: Complete within 03:00mins

NOTE: Rocco Pelosi drives a Fugitive (Limited Chavel Design - Fugitive - Red)

*NOTE: To keep Rocco's car, crash into it to destroy it enough for them to leave the car. Take out Rocco and his friend

before they leave the area. Once done, collect their money, their weapons and then the car. Then drive the car throughout

the rest of the mission. Once the mission is over, park the car in any garage that Michael owns to keep this car. Nice!*

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mis55

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MISSION 55 - Cleaning Out The Bureau

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: The Darnell Bros Garment Factory, 12723 Popular St, La Mesa, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Lester Crest

MISSION VEHICLE: Tailgater (Limited Obey Design - Tailgater - Black)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: story revealed (the FIB Temporary Janitor's name is Harvey Molina); story revealed (the FIB Building Architect's name is Chip Peterson)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: L

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol, Knife, Carbine Rifle

(CUTSCENE)

After the cutscene, drive to the FIB Parking Garage Entrance/Exit on Lower Power St

in Pillbox Hill.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, keep stationary in your car until you see Harvey's car. Press B to focus on the different license plates

to find Harvey's. Harvey's license plate is 83QSL722. Once you do, follow him while keeping back at least 2 cars

distance. Follow him until he reaches the parking zone next to his apartment on Las Lagunas Blvd in West VineWood.

Once you arrive, get out of your car. Once done, head around the corner to your right and then up the stairs on your left.

Once done, Harvey's apartment is the 1st door in front of you. Once you arrive, walk inside to talk to Harvey.

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, get into your car. Once done, drive back to The Darnell Bros Garment Factory on Popular St in La Mesa.

Once you arrive, get out of your car and walk into the building. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

****TO GAIN A GOLD****

[] Eagle Eye: Check all license plates

[] He Missed A Spot: Follow the janitor without being spotted

[] Time: Complete within 09:00mins

NOTE: Harvey Molina drives a Stainer (Limited Vapid Design - Stainer - Red)

NOTE: Harvey lives at Apt 3, Flr 1, 924 Las Lagunas Blvd, West VineWood, Los Santos, Los Santos County, San Andreas, USA.

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mis56

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MISSION 56 - Reuniting The Family

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: Michael De Santa's House, 1 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Michael De Santa

MISSION VEHICLE: Tailgater (Limited Obey Design - Tailgater - Black)

MISSION PAYMENT: -\$4000; \$0.00

MISSION ACHIEVEMENT: unlocked ability (ability to use different methods of Tattoo Colouring and Piercing to torture DJ Lazlow Jones)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: M

WHAT YOU WILL NEED: Full Armor, Full Health

(CUTSCENE)

After the cutscene, follow Jimmy to your car. Get into your car.

Once done, drive to Bean Machine Coffee Shop on Eclipse Blvd in West VineWood.

Once you arrive, get out of your car and

follow Jimmy to where Amanda is sitting. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, get back into your car. Once done, drive to Blazing Tattoo Parlor on VineWood Blvd in Downtown VineWood.

Once you arrive, get out of the car and walk to the front of the shop. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, pick your torture device from the selection (listed below):

> Brow Piercing (press X to pierce Lazlow's brow)

> Nose Piercing (press B to pierce Lazlow's nose)

> Ear Piercing (press A to pierce Lazlow's ear)

I'm going to pick the 1st device, eyebrow piercing. This is going to hurt. Press X to pierce Lazlow's eyebrow.

A cutscene will begin.

(CUTSCENE)

After the cutscene, I picked the nose piercing. This is sure to give him a nose-bleed.

Press B to pierce Lazlow's nose.

A cutscene will begin.

(CUTSCENE)

After the cutscene, I picked the ear piercing. Oooh, he is sure to not hear nothing for a few days. Press A to pierce

Lazlow's ear. A cutscene will begin.

(CUTSCENE)

After the cutscene, pick your method of tattoo colouring from the selection (listed below):

> Chest Tattoo (press X to give Lazlow a chest tattoo)

> Back Tattoo (press B to give Lazlow a back tattoo)

I'm going to pick the 1st tattoo as a chest tattoo. Oooh, man, this is going to look beautiful. Press X to give Lazlow a

tattoo on his chest. push the R-Stick bottom left, R-Stick down, R-Stick bottom right, R-Stick up, R-Stick top right,

R-Stick right, R-Stick bottom right, R-Stick down, R-Stick bottom right, R-Stick

down, R-Stick bottom left.

A cutscene will begin.

(CUTSCENE)

After the cutscene, press A to cut off Lazlow's trademark ponytail. A cutscene will begin.

(CUTSCENE)

After the cutscene, get into your car. Once done, drive to Dr. Isiah Friedlander's Office on

Great Ocean Hwy in Del Perro Beach. Once you arrive, a cutscene will begin.

(CUTSCENE) (mis56:broke)

After the cutscene, get into your car. Once done, drive back home on Portola Dr in Rockford Hills.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete. Shortly after the mission, you'll take control as Trevor.

Switch back to Michael and get changed into your Grey Suit. Once done, head off outside and get into your car and do the

next therapy session (sec:hbbesndpsttmes:mis8:mis7) (mis56:abandonmentissues), which happens to be the last therapy session, so you might aswell do it anyway.

****TO GAIN A GOLD****

[] Time: Complete within 10:30mins

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mis57

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MISSION 57 - Architect's Plans

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (If you get out of the construction site without being detected); Bad Ending (If you get out of the construction site while detected);

Required (to play as Michael De Santa, Franklin Clinton)

MISSION STARTING POINT: {anywhere}

MISSION FROM: Michael De Santa

MISSION VEHICLE: <none>; Buffalo (Limited Bravado Design - Buffalo - White)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: story revealed (The Architect is called Chip Peterson)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: <none>

WHAT YOU WILL NEED: Full Armor, Full Health

(CALL FROM FRANKLIN CLINTON)

After the call, you'll take control as Franklin. Walk into the construction site. A cutscene will begin.

(CUTSCENE)

After the cutscene, continue into the site until you see the red car ahead. Walk towards it until you see the target coming out of the car. Follow him quietly without letting him know you're there. He walks into a elevator, let him go up.

Go into the other one next to it and then press > on the d-pad. A cutscene will begin.

(CUTSCENE)

After the cutscene, observe the target talking to some construction workers. Avoid these by going down the corridor on your right. Continue following the target. Wait until the target is in the room ahead and near the wall.

Once done, sneak up behind him and bash him by pressing B. Once done, collect the breifcase.

Once done, leave the construction site. From where you hit the target in the room with the plans, north left side of this building you should see another set of elevators. Use these elevators to get back down to ground level.

Once done, leave the area. Once done, get into a car and drive to The Darnell Bros Garment Factory on Popular St in La Mesa.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you get to decide which approach to this mission you want to take. You can either:

A): Fire Crew. If you choose this option, move onto mis60:1

If you picked this, you can choose between either Christian Feltz, Rickie Lukens or Paige Harris to be the crew HACKER. Remember that the less of the cut percentage means you get more money in the end. Think wisely.

Once done, you can choose between either Daryl Johns, Gustavo Mota or Hugh Welsh to be the crew GUNMAN.

Once done, you can choose between either Karim Denz or Eddie Toh to be the crew DRIVER.

Once done, you can choose to either confirm your choices by pressing A or to change options press B. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

-OR-

B): Roof Entry. If you choose this option, move onto mis60:2

If you picked this, you can choose between either Christian Feltz, Rickie Lukens or Paige Harris to be the crew HACKER. Remember that the less of the cut percentage means you get more money in the end. Think wisely.

Once done, you can choose between either Daryl Johns, Gustavo Mota or Hugh

Welsh to be the crew GUNMAN.

Once done, you can choose between either Karim Denz or Eddie Toh to be the crew DRIVER.

Once done, you can choose to either confirm your choices by pressing A or to change options press B. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

Soon after the mission, you'll get a call from Tracey. You can choose to accept or reject, if you accept, move onto mis58

****TO GAIN A GOLD****

[] Quick Getaway: Leave the construction site in 00:45secs

NOTE: Chip Peterson drives a Zion Cabrio (Limited Ubermacht Design - Zion Cabrio - Sunset Red with Black Softtop)

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mis58

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MISSION 58 - Doting Dad

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: Pharmacy, VineWood Plaza, 7 Spanish Ave, Hawick, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Tracey De Santa

MISSION VEHICLE: <none>; Issi (Limited Weeny Design - Issi - Yellow with a Shadow Silver stripe and Black softtop)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: <none>

(CALL FROM TRACEY DE SANTA)

After the call, drive to VineWood Plaza on Spanish Ave in Hawick. Once you arrive, get out of your car and into Tracey's car.

Once done, drive to Hawaiian Snow Clothing Store on Power St. Once you arrive, drive to Alta Motel on Occupation Ave.

Once you arrive, drive to Cluckin' Bell at the Rockford Plaza on Las Lagunas Blvd. Once you arrive, drive to Yeti Clothing Store on Hawick Ave. Once you arrive, you should see the purple car.

Chase down the target's car. Smash it up until he gets out and flees. Take him out

either by punching him or by shooting him.

Once done, return to Tracey's car. Get into her car and drop her off home in Rockford Hills.

Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

****TO GAIN A GOLD****

[] Complete: Just to complete the mission

NOTE: The Stalker drives a Tornado (Limited Declassé Design - Tornado - Purple with a White Softtop)

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mis59

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MISSION 59 - Legal Trouble

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: Solomon Richards Office, Flr 3, Sam Austin Memorial Building, Richards Majestic Film Studios, 1 Industry Psg, Richards Majestic, Backlot City, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Solomon Richards

MISSION VEHICLE: Tailgater (Limited Obey Design - Tailgater - Black)

MISSION PAYMENT: \$x.xx

MISSION ACHIEVEMENT: story revealed (Devin Weston wants to knock down Richards Majestic Film Studios to build condos); story revealed (Ms. Molly Schultz dies by jet turbine)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: S

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol, Knife, Carbine Rifle, Fast Car, SMG/UZI

(CUTSCENE)

After the cutscene, drive to the airport on Autopia Pkwy and Exceptionalists Wy in Los Santos International Airport. On your way there you'll receive a call from Devin Weston.

(CALL FROM DEVIN WESTON)

After the call, continue to Autopia Pkwy and Exceptionalists Wy. Once you arrive, chase Molly with the police escorts that she has.

Eventually, you'll gain a 2-Star Wanted Level. You'll gain a 3-Star Wanted Level when you hit the tarmac area of the airport. Keep chasing

Molly on the Trmc and Rnwy 1 in the airport. You can change camera view by pressing B, which will show Weazel News logo and style from the above helicopter. She then crosses paths with the approaching airplanes on Rnwy 1, Rnwy 2, Rnwy 3 and Rnwy 4. Molly then drives around the back of the Devin Weston hanger and crashes into it. A cutscene will begin.

(CUTSCENE)

After the cutscene, take out the cops and then chase after Molly who then enters the back of the hanger through the fire exit doors.

Once inside the hanger, turn left and continue down the hallway through the next set of double doors and the ones after that aswell.

Continue down the hallway until you reach the end of the corridor, then turn right into the main hanger area. Once you have caught up with

Molly, a cutscene will begin.

(CUTSCENE)

After the cutscene, go and pick up the film reel. Once done, get out of the hanger and lose the cops. There is 2 ways of escape. There are:

A): To keep Molly's car, head down the hallway you came down and take out the cop at who rolls in front of you from the double doors. Once you have taken him down, go down the hallway

and get into Molly's car, then exit the airport to lose the cops. Once you have lost the cops, the mission will be complete.

After the mission, you'll call Solomon Richards.

(CALL TO SOLOMON RICHARDS)

After the call, call Devin Weston.

(CALL TO DEVIN WESTON)

After the call, do nothing. Go re-stock on weapons so that you're ready for the next hard mission. Believe me, stocking up is useful to do after every or during missions, see my tips section in this document (sec:hnts) for details on exploits in the game such as free weapon upgrades during missions.

-OR-

B): To fly the airplane, head to the hanger door where you will see a Shamal on the far right. Enter the plane and then exit the hanger onto the tarmac.

You'll now be on Trmc 1. Taxi the plane to the runway on your left. You'll now be on Rnwy 1. Taxi the plane down the runway until you lift off.

Once you're in the air, exit the airport airspace to lose the cops. Once you have lost the cops, the mission will be complete.

After the mission, you'll call Solomon Richards.

(CALL TO SOLOMON RICHARDS)

After the call, call Devin Weston.

(CALL TO DEVIN WESTON)

After the call, do nothing. Go re-stock on weapons so that you're ready for the next hard mission. Believe me, stocking up is useful to do after

every or during missions, see my tips section in this document (sec:hnts) for details on exploits in the game such as free weapon upgrades during missions.

****TO GAIN A GOLD****

[] Time: Complete within 05:30mins

[] Floor It: Reach top speed in any car

[] Clean Escape: Lose the wanted level within 02:00mins

[] News Round: View the Weazel News camera for 00:15secs

NOTE: Molly Schultz drives a Cognoscenti Cabria (Limited Enus Design - Cognoscenti Cabria - Red).

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mis60

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MISSION 60 - The Bureau Raid

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: The Darnell Bros Garment Factory, 12723 Popular St, La Mesa, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Federal Investigation Bureau

MISSION VEHICLE: Tailgater (Limited Obey Design - Tailgater - Black); Maverick (Limited Dinka Design - Maverick - White & Black); Rappel (Limited ProLaps Design - Rappel - Black); Ambulance (Limited Brute Design - Ambulance - Mission Row General Hospital logo and designs)

MISSION PAYMENT: Take (A): \$x.xx; Take (B): \$331,398; Crew Cut: \$x.xx; Michael's Cut: \$0.00; Franklin's Cut: \$123,392; Lester's Cut: \$39,662

MISSION ACHIEVEMENT: unlocked achievement (The Government Gimps); unlocked gamerpoints (20gamerpoints); story revealed (The Darnell Bros Garment Factory gets set on fire by Lester Crest so that The Feds won't find out where the plan was planned at)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: H

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol, Knife, Carbine Rifle - basically, full weapons

(CUTSCENE)

After the cutscene, get into your car. Once done, drive to either of the following, depending on what type of score you picked. Either:

A (cheap option/unreliable option/easy option)(mis60:1) - Fire Crew

(CUTSCENE)

After the cutscene, get into your car. Once done, drive to add

-OR-

B (expensive option/reliable option/hard option)(mis60:2) - Roof Entry

(CUTSCENE)

After the cutscene, get into your car. Once done, drive to helipad at the Records Database Center at the National Office Of Security Enforcement on Sustancia Rd in N.O.O.S.E. in Palomino Highlands. Once you arrive, drive to the back of the Server Banks Building.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, get into the chopper. Once inside, fly to the jump spot high above the corner of Mirror Pl and Nikola Ave in Mirror Park.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, press X to jump. During the freefall, press or hold B to focus on the Landing Zone (LZ for short).

Once done, press A to pull open your parachute. Press and hold LT to control the direction of the airbrakes on the left or press and hold RT to control the direction of the airbrakes on the right or press LT and RT together to slow your decent. Land in the middle of the LZ on the roof top of the FIB Building in Pillbox Hill in Los Santos for a perfect score at the end of the mission. Once landed, a cutscene will begin.

(CUTSCENE)

After the cutscene, go forward and turn right at the end of your position. In front of you is the Server Room. Go upto the door. The door is locked by a security system which requires an id card and a secure keycode, neither of which you don't have. Use the Satchel Charges to blow the door open.

Place 3 Satchel Charges on the door then stand back. Press < on the d-pad to blow the door. Once done, enter the Server Room. A cutscene will begin.

(CUTSCENE)

After the cutscene, you'll be on the desktop of the server terminal. Move the L-Stick to control the mouse and press A to select and press B to go back.

Move the mouse over to My Computer and press A. Once done, move the mouse over to External Device (J:) and press A. Once done, you'll see 2 programs:

> HackConnect.exe

> BruteForce.exe

Move the mouse over to HackConnect.exe and press A (very cool name for a program). Once done, you'll see a type of encryption level failsafe system.

Move the L-Stick over the numbers to find the IP address (marked in red at the top) in the set of numbers in the box below. You'll need to be quick since you only have 57 seconds to complete this task otherwise you fail. Once you have found the IP address (which is 74.63.46.56), move the mouse over to BruteForce.exe and press A, this program will take down the firewall with "brute

force" (what a nice name to name a program). Once inside, make sure the letters (marked in red in the middle), move the L-Stick to control the green path to select the letter in the column. Make sure the red letter is also in the blue box in the middle before you press A. If you fail this task, the program will become faster and this will be harder. The final word spells out BACKDOOR (very cheeky reference to those computer boffins, like me). Once done, move the mouse over to the new program which has become part of the list. Move the mouse over to Down&Out.exe and press A. The following files are being downloaded before the cutscene:

> N:\Townley M\PalettoBayBank.docu

at 3% - time remaining 01:57mins

A cutscene begins.

(CUTSCENE)

After the cutscene, you can quick-switch to Franklin. Remain as Michael for now. Take down the targets in hallway. Press and hold B to view the progress of the download.

Once all the targets in the hallway have been taken down, a cutscene will begin.

(CUTSCENE)

After the cutscene, continue taking down the targets while remaining as Michael.

Once Paige announces that the download is complete, a cutscene will begin.

(CUTSCENE)

After the cutscene, switch to Franklin. You'll now take control as Franklin. escape the FIB Building. Head to the other end of the roof and go through the double-doors on your right. Get into position on the otherside of the double-doors. Michael busts the doors down. Head into the next room and take down the target that enters the room. Once done, take down the next target in the next room. Once done, let the team do this bit and then follow them into the stair well. Go down to level 52, the level below you. Once done, take out the 2 targets in the hallway. Once done, advance with your team down the hallway and to the left. Follow this hallway to the firey section in front of you. Take out the 6 targets down the next hallway on your left. Once done, follow your team down the hallway and into the next room at the end of the hallway. Once done, enter the room on your left. A cutscene will begin. During the end of the cutscene, you'll be on level 51 after sliding down the bank that slips into level 51.

(CUTSCENE)

After the cutscene, follow the team down the hallway on your left. Take out the target on the floor. Turn left and go down the next hallway. Take out the 2 targets at the end of the hallway and then take out the paramedic. Once done, pick up the Health and then get back to your team at the end of the hallway. Once done, turn left and go down

the next hallway. Take out the targets down the next hallway and then turn left and take down the targets in this hallway. Once done, enter the room and then turn left. Once inside the next hallway, take out the screaming target that charges through the door on your right. Once done, follow the team into the next room. Take out the target

and then enter the next room and take out the next target. Once done, go into the

stairwell on level 51. Once done, you'll now be on level 47 (what the fuck?! trust me this

correct since I checked the stairwell when we first went into it on this mission, it is actually level 47 so how could this be level 50?). Once inside the next hallway, go into the next room and take out the 2 targets. Once done, follow the team down the hallway and turn right. Once done, walk upto the window. A cutscene will begin.

(CUTSCENE)

After the cutscene, rappel off of the building. Move the L-Stick down to rappel slowly or move the L-Stick down, hold it down and then press A to rappel jump or press X to do

larger jumps. Follow the team down the side of the building. Once on the balcony, follow the team very quickly so that you don't get shot by the minigun from the helicopter.

If you stocked up, you can use your Rocket Launcher to take down the helicopter. Once you've taken the helicopter down, get into position on the south east side of the building.

Once in position, a cutscene will begin.

(CUTSCENE)

After the cutscene, rappel off of the building. Follow the team down the side of the building. When near to the ground, press and hold A to drop to ground level without getting hurt.

Once on ground level, follow the team very quickly to the pickup location. Once you arrive, get into the Ambulance on the driver side of the vehicle, since you're driving. Once inside, do NOT fire your weapons on any police. Make haste out of the area by driving to Franklin's House on Whispymound Dr in VineWood Hills.

Once you arrive, get out of the Ambulance and walk into the front door of Franklin's House. Once inside, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll take control as Michael. The mission is complete.

After the mission, Michael calls Dave.

(CALL TO DAVE NORTON)

After the call, do nothing except to stock up on weapons for your next mission. Make sure you buy a Rocket Launcher again as you will need it.

****TO GAIN A GOLD****

[] No Innocents: Don't kill any innocent civilians

[] Headshots: Kill 20 enemies with a headshot

[] Accuracy: Finish with a shooting accuracy of at least 70%

[] Perfect Drop: Land perfectly on the main section of the roof

[] Hacker: Hack the system within 00:45secs

[] Time: Complete within 19:00mins

NOTE - ref for fire crew: add

*NOTE - ref for roof entry: I should mention an exploit here. The main exploits in this

mission is that you can view the top floor of the FIB Building without any worries before you leave and the second is that you can view the entire N.O.O.S.E. base without getting shot at.*

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mis61

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MISSION 61 - The Wrap Up

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: south east corner of the roof courtyard on top of the Bell Building, The Kortz Center, 1 Kortz Dr, Pacific Bluffs, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Federal Investigation Bureau

MISSION VEHICLE: Tailgater (Limited Obey Design - Tailgater - Black); Mesa Grande (Limited Canis Design - Mesa Grande - Black)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: story revealed (Steve Haines is corrupt, Agent Sanchez is corrupt and Agent Dave Norton is corrupt); story revealed (the boss of the United Liberty Paper Merchants Company is here aswell along with the FIB); story revealed (Merryweather are against you aswell); story revealed (Trevor is here in Los Santos for one reason - The Big One - the last score - which they will be making history if they pull it off correctly)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: B

WHAT YOU WILL NEED: Fast Car, Full Armor, Full Health, Pistol, Knife, Carbine Rifle - basically, full weapons

(CUTSCENE)

After the cutscene, you'll be out of your car. Get back into your car and park it next to the stairs in the carpark near the maze.

Once done, get out of your car and head to the front of the Bell Building in the main courtyard of The Kortz Center. Once you arrive, stand in front of the Bell Building. You should see a set of stairs on your right. Head up the stairs to reach the courtyard on top of the Bell Building.

Once you're on the roof courtyard, head over to where Dave is. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, take out the 8 targets on the roof courtyard on top of the Bell Building. Once done, head to the balcony above the front door of the Bell Building. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll take control as Trevor. Use the Sniper Rifle to take out the pilot of the helicopter. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, take out the 5 targets. Once done, switch to Michael. You'll now take control as Michael. Take out the targets as you go around the balcony section to get to a set of stairs. On your way to a set of stairs, a helicopter will arrive. Take out the helicopter pilot.

Once done, continue around the balcony area. Once done, cross the walkway above the fountain and take out the target on the otherside.

Once done, continue around this balcony area and down the stairs on the otherside of the building. Once done, make your way to the fountain where you will find Dave. Once you arrive, use cover to take down the targets that enter the main courtyard from the main entrance of The Kortz Center.

Take out the target on the walkway above the fountain. Once done, switch to Trevor. You'll now take control as Trevor. Take out the targets on the balcony area on the building opposite you. Use cover to take out the 2 targets. Once done, you'll take control as Michael automatically.

Follow Dave and take out the 5 targets and the 1 target vehicle while protecting him. Once done, get to the carpark next to the maze.

Once you arrive, either use your car that you parked here or get into the 4x4. While trying to escape out the area, take out the helicopter before making your escape. Once done, escape out of the area. Once done, go and meet Trevor in the alleyway behind the

VineWood Pawn & Jewelry on Prosperity St in Morningwood.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

After the mission, call Dave.

(CALL TO DAVE NORTON)

After the call, do nothing. I suggest for you to re-stock your weapons for the next mission.

****TO GAIN A GOLD****

[] Time: Complete within 07:00mins

[] Headshots: Kill 18 enemies with a headshot

[] Buzz Off!: Shoot down the pursuing helicopter

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mis62

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MISSION 62 - Lamar Down

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Franklin Clinton)

MISSION STARTING POINT: coffee table near the front door, 3671 Whispymound Dr,

VineWood Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Franklin Clinton

MISSION VEHICLE: Buffalo (Limited Bravado Design - Buffalo - White); (optional) Dozer (Limited HVY Design - Dozer - Yellow); Tailgater (Limited Obey Design - Tailgater - Black); Bodhi (Limited Canis Design - Bodhi - Garment Red)

MISSION PAYMENT: -\$50

MISSION ACHIEVEMENT: story revealed (Lamar has been setup by Stretch and is kidnapped by The Ballas)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: F

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol, Knife, Carbine Rifle - basically, full weapons

(CUTSCENE)

After the cutscene, go out the front door of Franklin's House and get into your car.

Drive to the Sawmill in the

Lumber Yard in Paleto Forest off of Great Ocean Hwy. On your way there, Franklin calls Lester.

(CALL TO LESTER CREST)

After the call, continue to the Sawmill in the Lumber Yard in Paleto Forest off of Great Ocean Hwy.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Trevor. Pick a place to position Trevor in the Assault Position. 3 available places

are:

> East Entrance - Michael can cover you here but this will be the heaviest way in

> Dozer - Easy way into the compound and useful for both advancing into the compound and for Michael to cover you

> Back Entrance - Michael won't be able to cover you here but you won't get much from the targets here

Either choice is yours. I suggest using the Dozer position for Trevor as this will be useful for him. If you want Trevor

here, press > on the d-pad to confirm his Assault Position. You'll then take control as Franklin. Pick any position for

him. I picked East Entrance for Franklin since this will be the easiest way for you to take down the compound from 2

different angles. Once you arrive, press > on the d-pad to let Franklin give the signal for the assault.

Once done, switch to either Michael or Trevor. I suggest Michael. You'll take control as Michael. Use the Sniper Rifle

to take out the targets as Franklin and Trevor advance into the compound. Eventually, you'll need to switch to Trevor.

You'll take control as Trevor. Take out the 5 targets and advance. Eventually, you'll

need to switch to Michael.

You'll take control as Michael. Use the Sniper Rifle to take out the targets. Once done, switch back to Franklin.

You'll take control as Franklin. Take out the remaining 2 targets and advance to where Lamar is.

Once you arrive, protect Lamar while taking out the targets as you make your escape out of the compound.

Eventually, you'll need to switch to Michael. You'll take control as Michael. Use any weapon to take out the 3 targets.

Once done, you'll automatically take control as Franklin. Get into Franklin's car or any car and get out of there.

Once done, drive Lamar back to his house on Forum Dr in Davis. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete. After the mission, call Stretch.

(CALL TO HAROLD "STRETCH" JOSEPH)

After the call, do nothing. I suggest for you to re-stock on supplies again so that you are ready for your next mission.

Once you've re-stocked on supplies for Franklin, switch to Trevor and do the same and then switch to Michael and do the same for him. Once done, save the game and continue onto the next mission.

****TO GAIN A GOLD****

[] Headshots: Kill 18 enemies with a headshot

[] Accuracy: Finish with a shooting accuracy of at least 70%

[] Three Way: Kill an enemy with all 3 characters

[] Time: Complete within 13:30mins

NOTE: to keep Trevor's 4x4, drive the 4x4 out of the compound and take Lamar back to his house on Forum Dr. Once done, drive the 4x4 to your Grove St Garage on Grove St and save the 4x4 there. You'll now have Trevor's 4x4. Nice!!

NOTE: to keep Michael's car, drive the car out of the compound and take Lamar back to his house on Forum Dr. Once done, drive the car to your Grove St Garage on Grove St and save the car there. You'll now have Michael's car. Nice!!

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mis63

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MISSION 63 - Meltdown

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as

Michael De Santa)

MISSION STARTING POINT: Ponsonbys, 17 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Michael De Santa

MISSION VEHICLE: <none>; Stretch (Limited Dundreary Design - Stretch - Black); (optional) Vecca (Limited Pegassi Design - Vecca - Red)

MISSION PAYMENT: -\$10,000.00; \$0.00

MISSION ACHIEVEMENT: unlocked clothing (Outfits - Tuxedo); story revealed (the premier night of Meltdown); story revealed (Meltdown is premiering on the Red Carpet at The Chinese Oriental Theater)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: M

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol, Knife, Carbine Rifle - basically, full weapons

(TEXT FROM JIMMY DE SANTA)

After the text, enter Ponsonbys and go upto the Suits display on your far right. Once here, press > to the start purchasing clothing. From here, purchase the Tuxedo for \$10,000. Press A to make the purchase. Once done, exit the display by pressing B. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, get into the passenger side on the left at the back of the limousine. Once inside, relax and listen to Jimmy being glad about your success. Press B to show the cinematic camera of the limousine. The limousine drives down this path below:

- > From Ponsonbys on Portola Dr, turn right at the next junction.
- > Down this road, turn left at the next junction.
- > Down this road, turn right at the next junction.
- > Down this road, turn left at the next junction.
- > Down this road, not the next junction but the one at the end of this road, turn right.
- > Down this road, full drive to The Chinese Oriental Theater in VineWood.

On your way there, you'll receive a call from Devin.

(CALL FROM DEVIN WESTON)

After the call, continue to The Chinese Oriental Theater.

Once you arrive at The Chinese Oriental Theater, press Y to exit the limousine. Once done, walk down the Red Carpet.

Once you arrive at the front door, a cutscene will begin.

(CUTSCENE)

After the cutscene, get into either the limousine or the sport car. Once done, drive quickly back to Michael's House

on Portola Dr. You'll have 01:30mins to get back to the house.

Once you arrive, you'll see 2 Black Mesa Grande's outside Michael's House garage.

Get out of your car and enter the house.

Take down the target holding Amanda near the banister on the stairs. Once done, go to Tracey's room and take out the target that's got Tracey hostage. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, take down the targets that enter the house. Once done, go into the kitchen and get a Health pack if you need it. Continue taking down the targets. Go outside and take out the targets here. Once done, head back inside and to the front of the house. Go outside and take out the 2 vehicles that turn up either using a Rocket Launcher or a Carbine Rifle.

Take out the remaining targets. Once done, enter the house and go and see the family in Tracey's room.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, another cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

After the mission, call Devin.

(CALL TO DEVIN WESTON)

After the call, call Solomon.

(CALL TO SOLOMON RICHARDS)

After the call, you'll receive a call from Amanda.

(CALL FROM AMANDA DE SANTA)

After the call, you'll receive a call from Tracey.

(CALL FROM TRACEY DE SANTA)

After the call, do nothing. I suggest that you re-stock on supplies again so that you're ready for your next mission.

Once done, switch to Franklin. Call Jimmy.

(CALL TO JIMMY DE SANTA)

After the call, call Lamar.

(CALL TO LAMAR DAVIS)

After the call, do nothing. I suggest that you re-stock on supplies again so that you're ready for your next mission.

Once done, switch to Trevor. do nothing.

I suggest that you re-stock on supplies again so that you're ready for your next mission.

****TO GAIN A GOLD****

[] Time: Complete within 06:30mins

[] Pedal To The Metal: Reach top speed in any vehicle

[] Tier One Operator: Kill 12 enemies with a headshot

[] Headshot Rescue: Rescue Amanda and Tracey with a headshot

NOTE: to keep the limousine, drive it back to your house. Once the mission is complete, park the limousine in any of your garages. Nice!!

NOTE: to keep the Vecca, drive it back to your house. Once the mission is complete, park the car in any of your garages. Nice!!

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mis64

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MISSION 64 - Planning The Big Score

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa, Franklin Clinton, Trevor Philips)

MISSION STARTING POINT: Vanilla Unicorn Strip Club, 5 Elgin Ave, Strawberry, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Trevor Philips

MISSION VEHICLE: Tailgater (Limited Obey Design - Tailgater - Black); Bodhi (Limited Canis Design - Bodhi - Garment Red); Buffalo (Limited Bravado Design - Buffalo - White)

MISSION PAYMENT: \$x.xx

MISSION ACHIEVEMENT: add

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: H

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol, Knife, Carbine Rifle - basically, full weapons

Trevor's Version (mis64:1)

In Trevor's version, once you arrive, a cutscene will begin.

(CUTSCENE)

During the cutscene, you'll see Lester enter the room, then followed by Franklin and then Michael shortly after.

After the cutscene, continue onto Part 3 (mis64:continue)

Franklin's Version (mis64:2)

In Franklin's version, once you arrive, a cutscene will begin.

(CUTSCENE)

During the cutscene, you'll see Lester talking to Trevor. Eventually, Michael turns up shortly after.

After the cutscene, continue onto Part 3 (mis64:continue)

Michael's Version (mis64:3)

In Michael's version, once you arrive, a cutscene will begin.

(CUTSCENE)

During the cutscene, you'll see Lester talking to Trevor and Franklin.

After the cutscene, continue onto Part 3 (mis64:continue)

CONTINUE (mis64:continue)

After the cutscene, you get to decide which approach to this mission you want to take. You can either:

A): Subtle. If you choose this option, move onto mis65:1

If you picked this, you can select Eddie Toh and Karim Denz to be the crew DRIVERS. Remember that the less of the cut percentage means you get more money in the end. Think wisely.

Once done, you can choose between either Daryl Johns, Chef, Karl Abolaji, Gustavo Mota or Hugh Welsh to be the crew GUNMENS. I picked Chef and Gustavo Mota.

Once done, you can choose between either Christian Feltz, Rickie Lukens or Paige Harris to be the crew HACKERS.

Once done, you can choose to either confirm your choices by pressing A or to change options press B. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. The mission will be complete.

After the mission, add

The main mission for this will be at mis68:subtle

-OR-

B): Obvious. If you choose this option, move onto mis65:2

If you picked this, you can select Eddie Toh and Karim Denz to be the crew DRIVERS. Remember that the less of the cut percentage means you get more money in the end. Think wisely.

Once done, you can choose between either Daryl Johns, Chef, Karl Abolaji, Gustavo Mota or Hugh Welsh to be the crew GUNMENS. I picked Chef and Gustavo Mota.

Once done, you can choose to either confirm your choices by pressing A or to change options press B. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Michael. The mission will be complete.

After the mission, go and find a suitable vehicle for the job. I suggest the Stainer, Fugative or the Patriot since it's

a nice discreet car for the job. Once you have found the car, go and add everything to it at any Los Santos Customs.

Once done, select Lester Crest from the Contacts App on your phone and then select "Getaway Vehicle Ready".

The next mission will begin.

The main mission for this will be at mis68:obvious

****TO GAIN A GOLD****

[] Complete: Just to complete the mission

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mis65

=====

MISSION 65 - Getaway Vehicle

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: {anywhere}

MISSION FROM: Lester Crest

MISSION VEHICLE: {getaway vehicle from the path that you selected from the list above}

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: {yellow marker}

WHAT YOU WILL NEED: <none>

(mis65:1)(TEXT FROM LESTER CREST - CAR 1)

After you have read the text, add

Once done, get out of the car and leave the area. The mission will be complete.

(mis65:2)(TEXT FROM LESTER CREST - CAR 2)

After you have read the text, add

Once done, get out of the car and leave the area. The mission will be complete.

(mis65:3)(TEXT FROM LESTER CREST - CAR 3)

After you have read the text, add

Once done, get out of the car and leave the area. The mission will be complete.

(mis65:4)(TEXT FROM LESTER CREST - CAR 4)

After you have read the text, add

Once done, get out of the car and leave the area. The mission will be complete.

Once done, continue onto the Obvious approach for The Big Score mission,

mis68:obvious

-OR-

(mis65:2)(CALL TO LESTER CREST)

After the call, drive to the Arcadius Business Center on Atla St in Pillbox Hill.

Once you arrive, park the getaway vehicle in the disabled parking spot in the carpark.

Once done, get out of the car and leave the area. The mission will be complete.

Once done, move onto the Sidetracked mission, mis66

****TO GAIN A GOLD****

[] Complete: Just to complete the mission

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mis66

=====

MISSION 66 - Sidetracked

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: Train Station, Davis Quartz, 5 Senora Wy, Davis Quartz, Blaine County, San Andreas, USA.

MISSION FROM: Lester Crest

MISSION VEHICLE: <none>; Skylift (Limited Dinka Design - Skylift - Silver)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: H

WHAT YOU WILL NEED: Full Health, Full Armor, Carbine Rifle, Pistol w/supressor, Knife - basically, full weapons

Once you arrive, Michael calls Trevor.

(CALL TO TREVOR)

After the call, enter the quarry and drive down to the railway station. Once you arrive, get out of your car and take out

the 2 railway workers by using Stealth Mode. To take out the 1st railway worker, drive to the back of the station control

tower slowly. Get out of your car and enter Stealth Mode. Once done, sneak slowly upto the orange/white power box at the

back of the control tower. Climb the grey power box next to it, then the grey wall and then the yellow banisters above the

grey power box. Once done, hug the Portable Toilet. Once done, enter Stealth Mode and sneak up behind the 1st guard at the

railway tracks. When you get close enough, press B from behind to whack him so that he doesn't notice you. Once done, go up

the stairs while using Stealth Mode and take out the guard inside the control tower while in Stealth Mode. Like before, get

up behind him and press B to whack him from behind. Once done, go upto the control panel and press > on the d-pad to flip

the sidings switch. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, wait for a train to stop in the sidings. Once the train arrives, a cutscene will begin.

(CUTSCENE)

After the cutscene, switch to Trevor. Once done, you'll take control as Trevor. Fly the helicopter to the train in Davis Quarry. Once you arrive, lower the helicopter to hover above the train. Once done, press > on the d-pad to activate the electromagnet which will lift the train. Once done, fly back to Sandy Shores Airfield on Panorama Dr in Sandy Shores. Once you arrive, lower the helicopter until the train is near the trailer. Once done, press > on the d-pad to deactivate the electromagnet. Once done, fly back to Davis Quarry and pick up a flatbed carriage. Once you arrive, lower the helicopter to hover above the flatbed. Once done, press > on the d-pad to activate the electromagnet which will lift the flatbed. Once done, fly back to Sandy Shores Airfield on Panorama Dr in Sandy Shores. Once you arrive, lower the helicopter until the flatbed is near the trailer. Once done, press > on the d-pad to deactivate the electromagnet. Once done, Trevor will call Lester. (CALL TO LESTER CREST) After the call, the mission will be complete. I suggest switching back to Michael and completing the next mission. Once done, move onto the Driller mission, mis67

****TO GAIN A GOLD****

[] Time: Complete within 04:30mins

[] Undetected: Steal the Train Engine without being detected

=====

mis67

=====

MISSION 67 - Driller

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: Tractor Parts, 12740 Popular St, La Mesa, East Los Santos, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Lester Crest

MISSION VEHICLE: <none>; Packer (Limited MTL Design - Packer - Black - with Cutter on trailer)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: H

WHAT YOU WILL NEED: Full Health, Full Armor, Knife

Once you arrive, on the opposite side of the street, you'll notice lots of guards patrolling the area near the front entrance. I suggest for you to go around to the back by continuing south on Popular St and then turn left at the next junction. Once you go down the next road you'll see a set of railway tracks behind the grey road on the in-game map. Use the railway tracks as your way to getting into the area unnoticed. From here, enter the area from the ladder near the train car. Once done, remain in Stealth Mode and enter the area unnoticed. Once done, get into the Packer and lose any cops, if you have any. Once done, Michael calls Lester.
(CALL TO LESTER CREST)
After the call, drive to the Union Depository carpark on Low Power St. Once you arrive, park the truck in the spot next to the construction site. Once done, the mission will be complete. Michael then calls Lester.
(CALL TO LESTER CREST)
After the call, the mission will be complete. I suggest re-stocking on weapons so that you are ready for the next mission.
Once done, move onto The Big Score mission, mis68:obvious

****TO GAIN A GOLD****

[] Sneak Thief: Steal the Cutter without being detected
[] Time: Complete within 05:00mins

=====

mis68

=====

MISSION 68 - The Big Score

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa, Franklin Clinton, Trevor Philips)

MISSION STARTING POINT: Vanilla Unicorn Strip Club, 5 Elgin Ave, Strawberry, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Lester Crest

MISSION VEHICLE: Oracle (Limited Ubermacht Design - Oracle - Grey); Cutter (Limited HVY Design - Cutter - Yellow); Frogger (Limited Dinka Design - Frogger - Black with the TP Industries logo in red); Tailgater (Limited Obey Design - Tailgater - Red)

MISSION PAYMENT: Take (A)\$x.xx; Take (B)\$201,600,000.00; Crew Cut (B) \$36,768,00.00; Michael's Cut (B)\$26,680,000.00; Franklin's Cut (B)\$26,680,000.00; Trevor's Cut (B)\$26,680,000.00; Lester's Cut (B)\$26,680,000.00

MISSION ACHIEVEMENT: unlocked achievement (The Big One!); unlocked gamerpoints (20gamerpoints); unlocked ability (ability to use the Cutter)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: H

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol, Knife, Carbine Rifle - basically, full weapons

Trevor's Version (mis68:1)

In Trevor's version, once you arrive, a cutscene will begin.

(CUTSCENE)

During the cutscene, you see 2 gorgeous strippers next to the mirrors in the dressing room. Trevor and Lester

are discussing something and then Michael enters the scene. Shortly after Michael, Franklin enters the scene.

They all get dressed into their outfits for the mission. Once dressed, they enter the managers office and then

they exit the building through the back door. This is where the cutscene ends.

After the cutscene, continue onto Part 3 (mis68:continue)

Michael's Version (mis68:2)

In Michael's version, once you arrive, a cutscene will begin.

(CUTSCENE)

During the cutscene, Michael enters the scene. Shortly after Michael, Franklin enters the scene.

They all get dressed into their outfits for the mission. Once dressed, they enter the managers office and then

they exit the building through the back door. This is where the cutscene ends.

After the cutscene, continue onto Part 3 (mis68:continue)

Franklin's Version (mis68:3)

In Franklin's version, once you arrive, a cutscene will begin.

(CUTSCENE)

During the cutscene, Franklin enters the scene.

They all get dressed into their outfits for the mission. Once dressed, they enter the managers office and then

they exit the building through the back door. This is where the cutscene ends.

After the cutscene, continue onto Part 3 (mis68:continue)

CONTINUE (mis68:continue)

After the cutscene, pick your option from before:

A) Subtle (mis68:subtle) (CUTSCENE) After the cutscene, add

-OR-

B) Obvious (mis68:obvious) (CUTSCENE) After the cutscene, you take control as

Michael. Get into the car and drive to the Union Depository on Upper San Andreas Ave in Pillbox Hill. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Franklin. Use the Cutter to cut into the wall to access the vault.

Press and hold RT to move the Cutter towards the wall. Press > on the d-pad to turn on the Cutter blades. To move the Cutter push the L-Stick in any direction. Press and hold LT to reverse. Once you're near the wall, turn on the Cutter blades.

A cutscene will begin.

(CUTSCENE)

After the cutscene, reverse the Cutter and park it away from the wall. Once done, exit the Cutter and enter the vault

on foot. Once inside the vault, place 2 Satchel Charges on the vault doors. Once done, stand back and press < on the d-pad

to detonate the vault doors. Once done, secure the vault by taking out the 4 targets inside the LS River Escape Tnnl.

Once done, another 4 targets will turn up. Take these out aswell. Once done, another 4 targets will turn up on the otherside

of the LS River Escape Tnnl. Take these targets out aswell. Once done, wait until a cutscene begins.

(CUTSCENE)

After the cutscene, take out the 3 targets from inside the vault area. Once done, another set of targets will turn up.

Take them out aswell. Once done, take out the 3 targets in the LS River Escape Tnnl. Once done, quick-switch to Trevor.

You'll now take control as Trevor. Fly the helicopter out of the city. Once done, quick-switch to Michael.

You'll now take control as Michael. Take out the targets and advance down the side of the building. Take out the target

coming up the stairs. Shoot the helicopter targets from where you are if you can.

Once done, continue down the stairs and

use cover against the wall. Take out the targets on the opposite side of the building and on the walkway below.

Eventually, you'll need to quick-switch to Franklin. You'll now take control as Franklin. Use cover and take out the targets

on the building on the opposite side and on the walkway below. Once done, take out the targets on the helicopter above.

Once done, advance over the walkway and take out the 3 targets that come down the stairs, use cover on the walkway if you

can. Once done, take out the 3 targets coming up the stairs on the otherside of the building.

Once done, take out the helicopter pilot when he gets to your level opposite on the same side of the building you're on.

Once done, continue following your team to reach the stairs on the otherside of the

building, this will take you up.

Once done, take out the 4 targets on the rooftop courtyard while using cover and grenades. Take out the helicopter before it lands. Once done, take out the 5 targets and then escape with the team down the leftside passageway.

Once done, take out the helicopter using a Rocket Launcher. Once done, head down the stairs with your team.

Once done, take out the 3 targets here. Once done, take out the cops that show up on ground level from your position above.

Once done, follow the team down to street level. Once done, head into the garage and take out the 3 FIB vehicles that show up by using a Rocket Launcher. Once done, get into the getaway vehicle and exit the garage.

Once done, lose the 5 star wanted level. I suggest using the LS River Escape Tnnl to loose the cops in since there is an exploit here. Once you've lost the cops, quick-switch to Trevor. You'll now take control as Trevor. Follow Eddie Toh while flying the helicopter. Fly close enough and hold it steady to allow Lester to take out the 3 Merryweather targets while he uses a Rocket Launcher. Once done, drop the gold off on the empty train carriage by pressing > on the d-pad to drop the gold, once you are over the carriage. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, fly the helicopter to McKenzie Airfield on Seaview Rd in Grapeseed. Once you arrive, land on the runway. Once done, a cutscene will begin.

(CUTSCENE)

After the cutscene, another cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Franklin. You'll receive a call from Lester.

(CALL FROM LESTER CREST)

After the call, do nothing. I suggest re-stock on weapons again.

****TO GAIN A GOLD****

[] Headshots: Kill 20 enemies with a headshot

[] Time: Complete within 15:00mins

[] Cha-Ching: Drop the gold onto the Train Empty Carriage within 00:30secs

[] Accuracy: Finish with a shooting accuracy of at least 60%

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mis69

=====

MISSION 69 - Finale

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (Pick Option C); Bad Ending (Pick Option A & Option B); Required (to play as Franklin Clinton)

MISSION STARTING POINT: 3671 Whispymound Dr, VineWood Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Franklin Clinton

MISSION VEHICLE: <none>

MISSION PAYMENT: \$x.xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: F

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol, Knife, Carbine Rifle - basically, full weapons

(DOOR BELL RINGS)

Once the door bell rings, go and answer the front door. A cutscene will begin.

(CUTSCENE)

After the cutscene, a popup opens up on your mobile phone that says "Your Choice?". Pick either:

Once you picked your option, a green tick means accept and a red x means reject.

A)Kill Trevor (mis70)

(CALL TO x)

After the call, the mission will be complete. Move onto mis70 (Something Sensible)

-OR-

B)Kill Michael (mis71)

(CALL TO x)

After the call, the mission will be complete. Move onto mis71 (The Time's Come)

-OR-

C)Deathwish - Let Michael De Santa & Trevor Philips Live (mis72)

(CALL TO LESTER CREST)

After the call, the mission will be complete. Move onto mis72 (The Third Way)

****TO GAIN A GOLD****

[] Complete: Just to complete the mission

[] Kill Trevor: Picked Option A

[] Kill Michael: Picked Option B

[] Deathwish: Picked Option C

=====

mis70

=====

MISSION 70 - Something Sensible

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (Kill Trevor Philips); Required (to play as Franklin Clinton)

MISSION STARTING POINT: add

MISSION FROM: add

MISSION VEHICLE: Buffalo (Limited Bravado Design - Buffalo - White)

MISSION PAYMENT: \$x.xx

MISSION ACHIEVEMENT: unlocked achievement (To Live Or Die In Los Santos); unlocked gamerpoints (40gamerpoints)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: add

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol, Knife, Carbine Rifle - basically, full weapons

(CUTSCENE)

After the cutscene, add

****TO GAIN A GOLD****

[] add

[] add

see credits in mis72:crdts

=====

mis71

=====

MISSION 71 - The Time's Come

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (Kill Michael De Santa); Required (to play as Franklin Clinton)

MISSION STARTING POINT: add

MISSION FROM: add

MISSION VEHICLE: Buffalo (Limited Bravado Design - Buffalo - White)

MISSION PAYMENT: \$x.xx

MISSION ACHIEVEMENT: unlocked achievement (To Live Or Die In Los Santos); unlocked gamerpoints (40gamerpoints)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: add

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol, Knife, Carbine Rifle - basically,

full weapons

(CUTSCENE)

After the cutscene, add

****TO GAIN A GOLD****

[] add

[] add

see credits in mis72:crdts

=====

mis72

=====

MISSION 72 - The Third Way

MISSION CATEGORY: Story Missions - Missions

MISSION EFFECT: Good Ending (Letting Michael De Santa & Trevor Philips Live); Bad Ending (<none>); Required (to play as Franklin Clinton)

MISSION STARTING POINT: Lester Crest's House, 6 Amarillo Vsta, El Burro Heights, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Lester Crest

MISSION VEHICLE: Bagger (Limited The Western Motorcycle Company Design - Bagger - Green); Bodhi (Limited Canis Design - Bodhi - Garment Red); Tailgater (Limited Obey Design - Tailgater - Black); Tornado (Limited Declasse Design - Tornado - Black)

MISSION PAYMENT: \$26,880,000.00

MISSION ACHIEVEMENT: unlocked achievement (To Live Or Die In Los Santos); unlocked gamerpoints (40gamerpoints); story revealed (If you call up Solomon Richards at the end of this mission, he says "We forget a thousand things every day, can't we just make this one of them?" and then Michael says "Arthur Penny's Sanitorium)

TREVORS UNLOCKABLES: unlocked vehicle (x); unlocked clothing (Outfits - Prologue); unlocked clothing (Outfits - Highway Patrol); unlocked clothing (Outfits - Security); unlocked clothing (Outfits - Scuba Land); unlocked clothing (Outfits - Stealth); unlocked clothing (Outfits - Dock Worker); unlocked clothing (Outfits - Navy Boiler Suit); unlocked clothing (Outfits - x Boiler Suit); unlocked clothing (Outfits - x Boiler Suit); unlocked clothing (Outfits - Pink Ladies Sweats); unlocked clothing (Outfits - Underwear); unlocked clothing (Tops - Mint Floral Dress)

MICHAELS UNLOCKABLES: unlocked clothing (Tops - No Top); unlocked clothing (Shirts - Red Check Winter Shirt); unlocked clothing (Shorts - White Striped Boxers); unlocked clothing (Glasses - Black Rimmed Glasses); unlocked clothing (Outfits - Prologue); unlocked clothing (Outfits - Spec Ops); unlocked clothing (Outfits - Highway Patrol); unlocked clothing (Outfits - Scuba Land); unlocked clothing (Outfits

- Security); unlocked clothing (Outfits - Stealth); unlocked clothing (Outfits - Exterminator); unlocked clothing (Outfits - Grey Boiler Suit); unlocked clothing (Outfits - x Boiler Suit); unlocked clothing (Outfits - Janitor); unlocked clothing (Outfits - Bed)

FRANKLINS UNLOCKABLES: add

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: L

WHAT YOU WILL NEED: Full Armor, Full Health, Pistol, Knife, Carbine Rifle - basically, full weapons

(CUTSCENE)

After the cutscene, Franklin calls Lamar.

(CALL TO LAMAR DAVIS)

After the call, drive to Lamar Davis's House on Forum Dr in Strawberry. Once you arrive, wait until Lamar is in the car.

Once done, drive to the Grand Banks Steelworks on Labor Pl in Murrieta Heights. Once you arrive, park up near the security entrance. Once done, wait until Lamar is out of the car and then park

Franklin's car somewhere safe. Once done, get out of the car and enter the foundry through the security entrance near the control office. Once inside, go and meet up with Michael and Trevor on the balcony on the otherside of the foundry.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you can switch between Michael and Trevor whenever you want. Remain as Franklin for now. Take out the targets when ready to start the ambush. Take out the targets. Eventually, you'll need to switch to Trevor.

You'll now take control as Trevor. Take out the targets while holding the position. Eventually, you'll need to switch to

Franklin. You'll now take control as Franklin. Go to Lamar near the front of the foundry on the outside. Take out the targets here. Once done, you'll need to switch to Michael. You'll now take control as Michael. Take out the targets while

rescuing Trevor. Once done, follow Trevor up the stairs on the otherside of the foundry to the back exit overlooking the compound from the rear. Take out the targets here including the helicopter that turns up. You may need a Rocket Launcher.

Once done, continue taking out the targets. Once done, you'll automatically take control as Trevor. Take out the targets to the north of the compound and re-group with Franklin and Lamar at the front of the compound. Once done, take out the targets here. A FIB SUV will turn up, take it out using a Rocket Launcher. Once done, re-group with Michael, Franklin and Lamar near the main doors at the front of the compound. The main doors are 2 huge yellow doors.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, you take control as Franklin. You can switch to Trevor or Michael to continue the mission's

assassination targets if you want. I suggest continuing as Franklin for now. Drive to the Pacific Bluffs Country Club

on Great Ocean Hwy in Pacific Bluffs. On your way there, Franklin calls Lamar.

(CALL TO LAMAR DAVIS)

After the call, continue to where Wei Cheng, Sr. is.

Once you arrive, get off of your bike. Once done, use a Rocket Launcher to take out Wei Cheng, Sr. and his goons.

Once done, you'll need to take control of Trevor.

You'll take control as Trevor. Take out Agent Steve Haines as he broadcasts his final episode of

"The Underbelly Of Paradise" in a carriage on the x Ferris Wheel Fairground Ride on Del Perro Pr at Del Perro Pier in

Del Perro Beach. On your way there, Trevor calls Ron.

(CALL TO RONALD "RON" JAKOWSKI)

After the call, continue to where Agent Steve Haines is. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, park the 4x4 near the Sharkies Bites shop. Get out of the 4x4 and use the 4x4 to get to the roof of the Sharkies Bites shop.

Use this as a vantage point. Once done, use a Sniper Rifle to take out Agent Steve Haines from your position.

If you shoot Agent Steve Haines in the head, a direct shot, a cutscene will begin.

(CUTSCENE)

After the cutscene, you'll get a 2 star wanted level. Lose the cops and leave the area.

You'll need to take control as

Michael. You'll take control as Michael. Take out Harold "Stretch" Joseph at B.J. Smith Recreation Center And Park on

Carson Ave in Chamberlain Hills. Once you arrive, get out of your car. Once done, take out Stretch and his goons.

Eventually, a car turns up with more goons inside, take it out using a Rocket Launcher.

Once done, you'll need to take control as Trevor. You'll take control as Trevor.

Continue driving to Devin Weston's House

on Buen Vino Rd in Tongva Hills. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, get onto the compound without being detected. Use Stealth Mode and a Knife while in the compound.

Walk upto the main gate, you will see a red wall on your right that has the mailbox next to it. Climb the wall here.

Once on the otherside, enter Stealth Mode and hug the wall on the left. Continue slowly forward. Up ahead is a guard next

to the fence overlooking the view from the open-top roof garage. Wait until the other guard has made a pass and returns back down the corridor. Take out the guard near the fence. Quietly by going up behind him and knocking him out. This next part will be tricky. Wait until the next guard comes down. When he's gone, Sneak up the same path and hide next to the front door.

When the same guard makes the pass down the corridor here, knock him out by sneaking up behind him and whacking him.

Once done, continue into the compound. Take out the guards and then find Devin Weston in the Water Cooler near the pool.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, drive to the cliffs off of the Great Ocean Hwy and next to the Sonar Collections Dock carpark and

in Chiliad Mountain State Wilderness. Once you arrive, a cutscene will begin.

[The scene opens with Trevor sitting on Devin's car waiting for Michael and Franklin to turn up]

[In the distance, you can see the sunset overlooking the Pacific Ocean from the cliffside carpark near the barrels]

[Michael then turns up and Trevor gets up off of the bonnet of Devin's car. The camera then changes position to face

Michael who steps out of his car]

Michael De Santa: "Hey!"

Michael De Santa: "You good, T?"

[The camera then pans to face Trevor]

Trevor Philips: "Never better, amigo."

[The camera then pans to face Michael who walks towards Trevor]

Michael De Santa: "Ah, good."

[The camera then pans to face Trevor. Michael then follows in with the cameras position]

Trevor Philips: "Franklin?"

Michael De Santa: "He'll be here."

[Michael then lights up a cigarette, coughs and throws the packet of cigarettes off of the cliffside]

Michael De Santa: "Ah."

[The camera then pans to overlook Michael and Trevor facing towards the Pacific Ocean near the cliffside]

[The camera then pans to face Michael with Trevor next to the cameras position. Michael and Trevor both look towards Franklin

who turns up in the scene]

[The camera then pans to face Franklin on his bike]

Michael De Santa: "Franklin!"

Franklin Clinton: "Hey, what's up?"

[The camera then pans to face Michael and Trevor as Franklin gets off of his bike]

[The camera then pans to see Trevor opening the boot of Devin's car. Michael walking towards the boot]

Michael De Santa: "I assume you got him?"

[The camera then pans to see Michael and Trevor when the boot opens, with the cameras position inside the boot]

Trevor Philips: "Oh, safe and sound! Ain't that right, buddy?"

[The camera then pans to see Michael and Trevor looking at Devin Weston in the boot, all tied up and gagged]

[The camera then pans to see Michael, Franklin and Trevor looking at Devin in the boot]

Franklin Clinton: "Hey, my bad, homie."

Franklin Clinton: "I picked C, ain't that a bitch?"

[The camera then pans to see Devin agreeing with Franklin]

[The camera then pans to see Michael discussing with Devin the bad choices that Devin made]

Michael De Santa: "You know, Devin."

Michael De Santa: "The way I see it, and hey, I'm no intelligent business man like you."

[The camera then pans to see Devin]

Michael De Santa: "But, the way I see it,"

[The camera then pans to see Michael]

Michael De Santa: "there's two great evils that bedevil American capitalism,"

Michael De Santa: "of the type that you practise."

[The camera then pans to see Michael, Trevor and Franklin looking into the boot of Devin's car, camera position is behind them]

Michael De Santa: "Number one is outsourcing."

[The camera then pans to see Devin]

Michael De Santa: "You paid a private company to do your dirty work for ya,"

Michael De Santa: "and then ya underpaid that company,"

[The camera then pans to see Michael, Trevor and Franklin looking into the boot of Devin's car, camera position is inside]

Michael De Santa: "because you thought you were big enough and bad enough that you didn't have to play by the rules."

[The camera then pans to see Michael, Trevor and Franklin looking into the boot of Devin's car, camera position is behind them]

Michael De Santa: "Oh, number two."

[The camera then pans to see Michael, Trevor and Franklin looking into the boot of Devin's car, camera position is inside]

Michael De Santa: "Offshoring your profits."

[The camera then pans to see Devin]

[The camera then pans to see Trevor, camera position is inside]

Trevor Philips: "Offshoring?"

Trevor Philips: "Oh, it's horrible."

[The camera then pans to see Michael, Franklin and Trevor next to the boot of the car, camera is resting in the distance, close to the car]

Michael De Santa: "You wouldn't want to be sent offshore just to save a little money, would you, T?"

[The camera then pans to see Trevor and Franklin, camera position is inside]

Trevor Philips: "Oh, no I wouldn't."

Michael De Santa: "Franklin? Would you wanna?"

Franklin Clinton: "Oh, nah, I ain't goin' nowhere."

[The camera then pans to see Michael, Trevor and Franklin looking into the boot of Devin's car, camera position is behind them]

Devin Weston: "No, man."

Michael De Santa: "But we know your opinions on the matter, Devin."

[The camera then pans to see Michael and Franklin, camera position inside]

Michael De Santa: "Keep your problems the fuck out of America, huh?"

[same camera position, Trevors face gets in aswell]

Trevor Philips: "In this instance, when he puts it like that, it makes sense."

[The camera then pans to see Devin]

Michael De Santa: "Course it does."

[The camera then pans to see Michael, Franklin and Trevor looking into the boot, camera position is inside]

Michael De Santa: "Hey, Devin."

Michael De Santa: "Goodbye my old friend."

[The camera then pans to see Devin]

Michael De Santa: "Thanks for all the advice."

[The boot door closes and the camera position then moves to see the car from a distance, outside over the cliffs on the right]

Trevor Philips: "Bye bye."

[The cutscene then ends]

(CUTSCENE)

After the cutscene, push the L-Stick up to help push Devin's car off the cliff, along with Devin in the trunk.

Once done, a cutscene will begin.

(CUTSCENE/OUTRODUCTION TITLES/END CREDITS) (mis72:crdts)

[The scene opens with the camera facing Michael, Franklin and Trevor from the front]

Michael De Santa: "Ah!"

Franklin Clinton: "Ah!"

Trevor Philips: "Ah!"

[The camera then pans to see Devin's car rolling off the cliffside and into the rocks below]

Michael De Santa: "Woah!"

Devin Weston: "Shit."

[The camera then pans to face Michael, Franklin and Trevor standing near the cliffside looking down at the car]

Trevor Philips: "Oh, shit."

[The camera then pans back to see Devin's car explode, camera position is cliffside]

[The camera then pans to face Michael, Franklin and Trevor from the cliffside on the far right]

Trevor Philips: "So, now what?"

Michael De Santa: "Now we keep a low profile and get on with our lives."

[The camera then pans to face Michael, Franklin and Trevor at the front]

Trevor Philips: "As friends."

Michael De Santa: "What? Do I have a choice?"

[The camera then pans to face Michael, Franklin and Trevor from the right, distance, camera position above]

Trevor Philips: "Nah. Not really."

[The camera then pans to face Michael, Franklin and Trevor, camera position is behind them]

Michael De Santa: "Alright then, as uh... flawed, awful"

[The camera then pans to face Michael, Franklin and Trevor, camera position is front of them]

Michael De Santa: "totally uncomfortable and poorly matched friends. Absolutely."

[The camera then pans to face Trevor from the front]

Trevor Philips: "Huh? That's perfect."

Trevor Philips: "Now we can get back to the kind of capitalism we practise."

[The camera then pans to face Franklin from the front]

Franklin Clinton: "Shit."

Franklin Clinton: "I don't know how much more better that is than Devin's kind."

[The camera then pans to face Michael from the front]

Michael De Santa: "Oh, Hypocrisy, Franklin. Civilizations greatest virtue."

[The camera then pans to face Trevor from the front]

Trevor Philips: "Jesus. Your therapist has a lot to answer for."

[The camera then pans to face Michael from the front]

Michael De Santa: "I know, I still hate myself... but hey, at least I know the words for it now."

[The camera then pans to face Trevor from the front]

Trevor Philips: "Yeah, but I hate you and I know the words for it."

Trevor Philips: "So, does that mean I don't have to go to therapy?"

[The camera then pans to face Michael, Franklin and Trevor and Franklin pointing at Michael and Trevor as he walks backwards, camera position is the front]

Franklin Clinton: "Look, man."

Franklin Clinton: "You two motherfuckers terrify me of that middle age."

Franklin Clinton: "I'm good."

[The camera then pans to face Michael, Franklin and Trevor from behind]

Michael De Santa: "You're right to be afraid, Franklin."

Franklin Clinton: "Yeah."

Michael De Santa: "Be very afraid, Franklin."

[The camera then pans to face Franklin getting onto his bike and driving away from the scene]

[The camera then continues by following Michael walking away from the cliffside towards his car]

[The camera then continues moving towards Michael's position with Trevor in the same scene]

Michael De Santa: "I'll tell you one thing, T."

[The camera then pans to face Michael getting into his car]

Michael De Santa: "Ah! I'm getting to old for this nonsense."

[The camera then pans to face Trevor]

[The camera then pans to face Michael driving away from the scene. Trevor walks into the camera view, camera position is behind Trevor]

[The camera then pans to face Trevor from the front as he walks away from the scene]

[The credits then appear on the screen - currently overlooking the Pacific Ocean from the cliffside]

(CUTSCENE/INTRODUCTION TITLES/END CREDITS) (mis72:crdts:continue)

ROCKSTAR NORTH

PRODUCER & GAME DESIGNER - Leslie Benzies

ART DIRECTOR - Aaron Garbut

TECHNICAL DIRECTOR - Adam Fowler

WRITTEN BY - Dan Houser & Rupert Humphries

CO-PRODUCER & GAME DESIGNER - Imran Sarwar

STUDIO DIRECTOR - Andrew Semple

ASSOCIATE ART DIRECTORS - Adam Cochrane

ASSOCIATE ART DIRECTORS - Michael Kane

ASSOCIATE TECHNICAL DIRECTORS - Klaas Schilstra

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MUSIC DIRECTOR - Craig Conner

AUDIO DIRECTOR - Matthew Smith

GLOBAL LEAD TECHNICAL ARTIST - Rick Stirling

TOOLS DIRECTOR - Greg Smith

ASSISTANT ART DIRECTOR - Ian McQue

UK I.T. DIRECTOR - Lorraine Stark

ASSISTANT PRODUCER - William Mills

LEAD SCRIPTERS - Benjamin Rollinson

LEAD SCRIPTERS - Kenneth Ross

LEAD SCRIPTERS - Matthew Booton

LEAD SCRIPTERS - Robert Bray

LEAD SCRIPTERS - Ross Wallace

SENIOR SCRIPTER - Craig Filshie

SENIOR CELLPHONE SCRIPTER - Steve Taylor

SCRIPTERS - Adam Westwood

SCRIPTERS - Alan Litobarski

SCRIPTERS - Alwyn Roberts

SCRIPTERS - Andrew Knight

SCRIPTERS - Ben Barclay

SCRIPTERS - Craig Vincent

SCRIPTERS - Kevin Bolt
SCRIPTERS - Lawrence Kerr
SCRIPTERS - Lukasz Bogaj
SCRIPTERS - Michael Wadelin
SCRIPTERS - Paul Davies
SCRIPTERS - Tor Sigurdson
SCRIPTERS - John Haime
PRINCIPAL LEAD ENVIRONMENT ARTIST - Wayland Standing
LEAD ENVIRONMENT ARTIST - Michael Pirso
PRINCIPAL ARTISTS - David Cooper
PRINCIPAL ARTISTS - Iain McNaughton
PRINCIPAL LIGHTING ARTIST - Owen Shepherd
OUTSOURCE MANAGER - Scott Wilson
[It then goes to a black screen - credits then continue through the black screen and the screen then opens to view
The Pleasure Beach on Del Perro Pr at Del Perro Pier in Del Perro Beach]
ART PRODUCTION MANAGER - Adam Smith
SENIOR MAP ARTISTS - Alastair McLauchlan
SENIOR MAP ARTISTS - Ian Hall
SENIOR MAP ARTISTS - James Allan
SENIOR MAP ARTISTS - Ming Kei Cheung
SENIOR MAP ARTISTS - Neil Sylvester
SENIOR MAP ARTISTS - Simon Little
SENIOR MAP ARTISTS - Tim Flowers
SENIOR MAP ARTISTS - Tim Gilbert
MAP ARTISTS - Andrew Liddle
MAP ARTISTS - Boz Briers
MAP ARTISTS - Chris Marshall
MAP ARTISTS - Christian Simcock
MAP ARTISTS - Daniel Hanwell
MAP ARTISTS - David O'Reilly
MAP ARTISTS - Eros Tang
MAP ARTISTS - Gavin Stewart Greaves
MAP ARTISTS - Gary McAdam
MAP ARTISTS - Liam Morrey
MAP ARTISTS - Marco Hallett
MAP ARTISTS - Mark Lack
MAP ARTISTS - Mark Wright
MAP ARTISTS - Martin Good
MAP ARTISTS - Martyn Wilson
MAP ARTISTS - Oliver Gainford
MAP ARTISTS - Quyen Lam
MAP ARTISTS - Rafael Barraso
MAP ARTISTS - Raul Ovejero
MAP ARTISTS - Ray Liam Shum
MAP ARTISTS - Robert Kneen

MAP ARTISTS - Rory Bryan
MAP ARTISTS - Steve Crook
MAP ARTISTS - Steven Mulholland
JUNIOR ARTIST - Ben Jackson
MAP SUPPORT - Adam Spriggs
MAP SUPPORT - Carl Edwards
MAP SUPPORT - Dayle Hodgson
MAP SUPPORT - Laurens Seynaeve
MAP SUPPORT - Nidhin Thomas
MAP SUPPORT - Niels Biliet
MAP SUPPORT - Paul O'Donovan
MAP SUPPORT - Richard Scammell
MAP SUPPORT - Rob Parker
MAP SUPPORT - Thomas Wicks
MAP SUPPORT - Tim Fionda
MAP SUPPORT - Tom Laird
MAP SUPPORT - Vincent Callebaut
MAP SUPPORT - Wesley Mackinder
MAP QA - David Alden
MAP QA - Matthew Higgins
SENIOR INTERIOR ARTISTS - Garry Mackenzie
SENIOR INTERIOR ARTISTS - Andy Hay
SENIOR INTERIOR ARTISTS - Tze Lim
INTERIOR ARTISTS - Alexander Pons Carden-Jones
INTERIOR ARTISTS - Karyn McHale
INTERIOR ARTISTS - Matt Harrad
INTERIOR ARTISTS - Stuart Scott

[It then goes to a black screen - credits then continue through the black screen and the screen then opens to view the Los Santos Country Club on Dorset Dr in GWC & Golfing Society in Los Santos] add

After the cutscene, you'll see a letter from Dr. Friedlander based on what you selected as the accept and reject offers during the therapy sessions. Once you've read it, press A to continue. Once done, the screen then fades to black.

The screen then re-opens to you taking control as Trevor, you'll be driving down Zancudo Ave in Trevor's 4x4. You'll drive on the right handside of the road and next to the Sandy Shores Beach Front Recreation Area. The mission will be complete.

After the mission, call Lamar.

(CALL TO LAMAR DAVIS)

After the call, do nothing. I suggest re-stocking on weapons, armor and health before you decide to continue doing the Hobbies & Pasttimes, Strangers & Freaks and other stuff (listed below). You may want to save the game. Once done, switch to Michael. Once done, call Solomon Richards.

(CALL TO SOLOMON RICHARDS)

After the call, do nothing. I suggest re-stocking on weapons, armor and health before you decide to continue doing the Hobbies & Pasttimes, Strangers & Freaks and other stuff (listed below). You may want to save the game. Once done, switch to Franklin. Once done, call Jimmy DeSanta.

(CALL TO JIMMY DESANTA)

After the call, do nothing. I suggest re-stocking on weapons, armor and health before you decide to continue doing the Hobbies & Pasttimes, Strangers & Freaks and other stuff (listed below). You may want to save the game.

****TO GAIN A GOLD****

- [] Time: Complete within 21:30mins
- [] Headshots: Kill 20 enemies with a headshot
- [] Accuracy: Finish with a shooting accuracy of at least 70%
- [] Stick, Tick... Boom!: Kill Cheng with a Sticky Bomb
- [] Lead Lobotomy: Kill Steve Haines with a headshot
- [] Stretched Out: Kill Stretch with a melee attack

NOTE: Devin Weston drives a Tornado (Limited Declassé Design - Tornado - Black)

=====

sec:hbbesndpsttmes

=====

Hobbies & Pasttimes

MISSION 1 - VineWood Star Tours (sec:hbbesndpsttmes:mis1)

MISSION CATEGORY: Hobbies & Pasttimes - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: VineWood Star Tours

MISSION VEHICLE: Tour Bus (Limited Brute Design - Tour Bus - Light Blue)

MISSION PAYMENT: -\$40.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: {blue dot symbol}

Walk upto the lady and press > on the dpad to pay for the tour. Sit back, relax and watch the tour unfold.

For more tours, see section (sec:tours)

The full list of the tour is at (sec:tours:vinewoodstartours)

MISSION 2 - Golf (sec:hbbesndpsttmes:mis2)

MISSION CATEGORY: Hobbies & Pasttimes - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: Los Santos County Club, 1 Dorset Dr, GWC & Golfing Society, West Los Santos, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Los Santos Country Club

MISSION VEHICLE: Caddy (Limited ProLaps Design - Caddy - any colour)

MISSION PAYMENT: -\$xx p/person (group sessions are at 20% discount with a member of the club in the group)

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: {golfing symbol}

Hole 1 (sec:hbbesndpsttmes:mis2:mis1): x Yards to the hole. x for Par.

Hole 2 (sec:hbbesndpsttmes:mis2:mis2): x Yards to the hole. x for Par.

Hole 3 (sec:hbbesndpsttmes:mis2:mis3): x Yards to the hole. x for Par.

Hole 4 (sec:hbbesndpsttmes:mis2:mis4): x Yards to the hole. x for Par.

Hole 5 (sec:hbbesndpsttmes:mis2:mis5): x Yards to the hole. x for Par.

Hole 6 (sec:hbbesndpsttmes:mis2:mis6): x Yards to the hole. x for Par.

Hole 7 (sec:hbbesndpsttmes:mis2:mis7): x Yards to the hole. x for Par.

Hole 8 (sec:hbbesndpsttmes:mis2:mis8): x Yards to the hole. x for Par.

Hole 9 (sec:hbbesndpsttmes:mis2:mis9): x Yards to the hole. x for Par.

MISSION 3 - Tennis (sec:hbbesndpsttmes:mis3)

MISSION CATEGORY: Hobbies & Pasttimes - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: (any tennis court, listed below)

MISSION FROM: San Andreas Sports Association

MISSION VEHICLE: <none>

MISSION PAYMENT: \$xx p/session

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: {tennis rackets symbol}

The following tennis courts are:

add (sec:hbbesndpsttmes:mis3:mis1): add

add (sec:hbbesndpsttmes:mis3:mis2): add

add (sec:hbbesndpsttmes:mis3:mis3): add

add (sec:hbbesndpsttmes:mis3:mis4): add

add (sec:hbbesndpsttmes:mis3:mis5): add

add (sec:hbbesndpsttmes:mis3:mis6): add

add (sec:hbbesndpsttmes:mis3:mis7): add

MISSION 4 - Cinema (sec:hbbesndpsttmes:mis4)

MISSION CATEGORY: Hobbies & Pasttimes - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: (any cinema, listed below)
MISSION FROM: VineWood Chamber Of Commerce
MISSION VEHICLE: <none>
MISSION PAYMENT: -\$xx p/person
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: {cinema projector symbol}

The following cinemas are:

> add - add: add
> add - add: add
> add - add: add
> add - add: add
> add - add: add

The following movies are:

Capolaro (sec:hbbesndpsttmes:mis4:mis1): starting time: xx:xx-xx:xx
The Little Robot In Great Britian (sec:hbbesndpsttmes:mis4:mis2): starting time: xx:xx-xx:xx
Meltdown (sec:hbbesndpsttmes:mis4:mis3): starting time: xx:xx-xx:xx

MISSION 5 - Vanilla Unicorn Strip Club (sec:hbbesndpsttmes:mis5)
MISSION CATEGORY: Hobbies & Pasttimes - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: Vanilla Unicorn Strip Club, 5 Elgin Ave, Strawberry, Los Santos, Los Santos County, San Andreas, USA.
MISSION FROM: Vanilla Unicorn Strip Club
MISSION VEHICLE: (Michael De Santa) Tailgater (Limited Obey Design - Tailgater - Black); (Franklin Clinton) Buffalo (Limited Bravado Design - Buffalo - White); (Trevor Philips) Bodhi (Limited Canis Design - Bodhi - Garment Red)
MISSION PAYMENT: -\$40 p/lap dance
MISSION ACHIEVEMENT: mobile contact added (Sapphire: 328-555-0177); mobile contact added (Infernus: xxx-xxx-xxxx); mobile contact added (Nikki: xxx-xxx-xxxx); mobile contact added (Chastity: xxx-xxx-xxxx); mobile contact added (Cheetah: xxx-xxx-xxxx); mobile contact added (Juliet: xxx-xxx-xxxx); mobile contact added (Peach: xxx-xxx-xxxx); mobile contact added (Fufu: xxx-xxx-xxxx)
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: {high-heel symbol}

The following strippers are:

> Sapphire (sec:hbbesndpsttmes:mis5:mis1): call her on: 328-555-0177. If you get her to do a lap dance with you, fullfill the meter to impress her. Once she is fully impressed with you, she will do a private dance back at her place. Sapphire has long brunette/brown hair and wears a pink corset with pink knickers and wears pink strappie wooden knee-high high-heels. Sapphire's House: Apt 10, Flr 2, The Royale

Apartments, 1051 Spanish Ave, West VineWood, Los Santos, Los Santos County, San Andreas, USA. call her on: +13285550177

> Infernus (sec:hbbesndpsttmes:mis5:mis2): call her on: xxx-xxx-xxxx. If you get her to do a lap dance with you, fullfill the meter to impress her. Once she is fully impressed with you, she will do a private dance back at her place. Infernus has short black hair and wears a black bikini bra with orange outlining and wears black bikini knickers with orange outlining and wears red knee-high high-heel boots. Infernus's House: 2113 S Mo Milton Dr, VineWood Hills, Los Santos, Los Santos County, San Andreas, USA. call her on: +1add

> Nikki (sec:hbbesndpsttmes:mis5:mis3): call her on: xxx-xxx-xxxx. If you get her to do a lap dance with you, fullfill the meter to impress her. Once she is fully impressed with you, she will do a private dance back at her place. Nikki has short black hair and wears a black bikini bra with light purple outlining and wears black bikini knickers with light purple outlining and wears light purple knee-high high-heel boots. Nikki's House: 5 Covenant Ave, Davis, Los Santos, Los Santos County, San Andreas, USA. call her on: +1add

> Chastity (sec:hbbesndpsttmes:mis5:mis4): call her on: xxx-xxx-xxxx. If you get her to do a lap dance with you, fullfill the meter to impress her. Once she is fully impressed with you, she will do a private dance back at her place. Chastity has x and wears x. Chastity's House: add, Los Santos, Los Santos County, San Andreas, USA. call her on: +1add

> Cheetah (sec:hbbesndpsttmes:mis5:mis5): call her on: xxx-xxx-xxxx. If you get her to do a lap dance with you, fullfill the meter to impress her. Once she is fully impressed with you, she will do a private dance back at her place. Cheetah has x and wears x. Cheetah's House: add, Los Santos, Los Santos County, San Andreas, USA. call her on: +1add

> Juliet (sec:hbbesndpsttmes:mis5:mis6): call her on: xxx-xxx-xxxx. If you get her to do a lap dance with you, fullfill the meter to impress her. Once she is fully impressed with you, she will do a private dance back at her place. Juliet has x and wears x. Juliet's House: add, Los Santos, Los Santos County, San Andreas, USA. call her on: +1add

> Peach (sec:hbbesndpsttmes:mis5:mis7): call him/her on: xxx-xxx-xxxx. If you get him/her to do a lap dance with you, fullfill the meter to impress him/her. Once he/she is fully impressed with you, he/she will do a private dance back at him/her place. Former man turned woman. Peach has short purple hair and wears a black skirt and a black short top and grey knee-high high-heel boots. Unfortunately, Peach doesn't like sleeping around so we don't know where he/she lives in Los Santos, yet. Peach's House: add, Los Santos, Los Santos County, San Andreas, USA. call him/her on: +1add

> Fufu (sec:hbbesndpsttmes:mis5:mis8): call her on: xxx-xxx-xxxx. If you get her to do a lap dance with you, fullfill the meter to impress her. Once she is fully impressed with you, she will do a private dance back at her place. Fufu has long platinum blonde hair and wears a black fluffy bra and a black fluffy briefs with black fishnet stockings and wears black strappie knee-high high-heels. Fufu's House: add, Los Santos, Los Santos County, San Andreas, USA. call her on: +1add

MISSION 6 - Del Perro Pier (sec:hbbesndpsttmes:mis6)
MISSION CATEGORY: Hobbies & Pasttimes - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: Del Perro Pier, 1 Del Perro Pr, Del Perro Beach, Los Santos, Los Santos County, San Andreas, USA.
MISSION FROM: Los Santos Tourist Board
MISSION VEHICLE: Rollercoaster (Limited Dinka Design - Rollercoaster - Yellow); Ferris Wheel (Limited MTL Design - Ferris Wheel - White)
MISSION PAYMENT: \$VARIES (check the prices for each ride, shown below stated as THE FERRIS WHALE and ADD)
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: {fairground symbol}

The following fairground rides are:

- > The Ferris Whale (sec:hbbesndpsttmes:mis6:mis1): the price for this ride costs - \$x.xx
- > add (sec:hbbesndpsttmes:mis6:mis2): the price for this ride costs -\$x.xx

MISSION 7 - Shooting Range (sec:hbbesndpsttmes:mis7)
MISSION CATEGORY: Hobbies & Pasttimes - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: (any gun club, listed below)
MISSION FROM: Los Santos Gun Club
MISSION VEHICLE: <none>
MISSION PAYMENT: -\$VARIES p/with or without ammo from Los Santos Gun Club
MISSION ACHIEVEMENT: achievement unlocked (Pimp My Sidearm); gamerpoints unlocked (10gamerpoints)
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: {white square with a aiming reticule inside symbol}

The following shooting ranges are:

- > Los Santos Gun Club - Pillbox Hill: Los Santos Gun Club At Ammu-Nation Shooting Range & Store, 15 Adams Apple Blvd, Pillbox Hill, Los Santos, Los Santos County, San Andreas, USA.
- > Los Santos Gun Club - Cypress Flats: Los Santos Gun Club At Ammu-Nation Shooting Range & Store, 12758 Popular St, Cypress Flats, East Los Santos, Los Santos, Los Santos County, San Andreas, USA.

STORE PROMOTIONS

- > Fire Arm Safety Certificates available here. Only \$35

RANGE TIME

- > with ammo purchased from LSGC: \$14.00 (first person) - p/lane
- > with ammo purchased from LSGC: \$7.00 (second person) - p/lane
- > without ammo purchased from LSGC: \$20.00 (first person) - p/lane

> without ammo purchased from LSGC: \$10.00 (second person) - p/lane

WARNINGS

- > No steel, brass or semi-jacketed, exposed lead, soft or hollow point ammunition allowed in the range. Full metal jacket only!!!
- > No food or drink in the range
- > Ear and eye protection must be worn in the range
- > WARNING: Never point a loaded or unloaded firearm at anyone on these premises. If you do, we shall point our firearms at you, and believe us, ours are loaded!
- > FIREARMS WARNING: It is a criminal offense to leave a loaded firearm within easy access of a child. If a child gains access to and improperly uses the firearm you may face prosecution.
- > WARNING: The discharge or cleaning of firearms and the handling of ammunition in poorly ventilated areas may result in exposure to lead, a substance known to cause birth defects and other serious physical harm. Ensure you have adequate ventilation at all times and wash hands after exposure.
- > POLITE NOTICE: Reloaders, brass keepers, brass stealers be warned. Do not pick up any of the brass from our floors. There is nothing more to discuss. Go Elsewhere.
- > STOP: Make firearm safe. Deposit brass in bucket. Do not leave firearm unattended. Clean your point and remove targets
- > If you suspect terrorism, call the LSPD on 1-999-TERROR

POINT SCORING

- > Zone 4 (Black): 10 points
- > Zone 3 (Blue): 25 points
- > Zone 2 (Red): 50 points
- > Zone 1 (Yellow): 100 points
- > Misses deduct points and time
- > Automatic weapons allow 1 free miss per round

Before you go into the Shooting Range, purchase 1 weapon and buy all the upgrades for that weapon and you'll unlock the achievement.

{MISSION 1: Tutorial} (sec:hbbesndpsttmes:mis7:mis1): This tutorial shows you basic information, features, round time and other details which will become available to you in the next set of missions.

{MISSION 2: Hand Guns} (sec:hbbesndpsttmes:mis7:mis2): To complete these challenges, you can use either the Pistol, Combat Pistol or the AP Pistol.

- > Challenge 1 (sec:hbbesndpsttmes:mis7:mis2:mis1): Multiple static targets. Targets exit after one hit. Gold: 2500, Silver: 2000, Bronze: 1400

- > Challenge 2 (sec:hbbesndpsttmes:mis7:mis2:mis2): Multiple moving targets. Targets exit automatically. Gold: 20000, Silver: 10000, Bronze: 2000

- > Challenge 3 (sec:hbbesndpsttmes:mis7:mis2:mis3): One moving target. Targets exit automatically. Gold: 15000, Silver: 3000, Bronze: 650

{MISSION 3: Submachine Guns} (sec:hbbesndpsttmes:mis7:mis3): To complete these challenges, you can use either the Micro SMG or the SMG.

- > Challenge 1 (sec:hbbesndpsttmes:mis7:mis3:mis1): Multiple static targets with the ability to flip. Targets exit automatically. Gold: 12000, Silver: 6000, Bronze: 4000
- > Challenge 2 (sec:hbbesndpsttmes:mis7:mis3:mis2): Single line of moving and flipping targets. Targets exit automatically. Gold: 7500, Silver: 2500, Bronze: 1260
- > Challenge 3 (sec:hbbesndpsttmes:mis7:mis3:mis3): Multiple moving targets with height variation. Targets exit automatically. Gold: 10000, Silver: 5000, Bronze: 3000
- {MISSION 4: Assault Rifles} (sec:hbbesndpsttmes:mis7:mis4): To complete these challenges, you can use either the Assault Rifle, Carbine Rifle or the Advanced Rifle.
- > Challenge 1 (sec:hbbesndpsttmes:mis7:mis4:mis1): add
- > Challenge 2 (sec:hbbesndpsttmes:mis7:mis4:mis2): add
- > Challenge 3 (sec:hbbesndpsttmes:mis7:mis4:mis3): add
- {MISSION 5: Shotguns} (sec:hbbesndpsttmes:mis7:mis5): To complete these challenges, you can use either the Pump Shotgun, Sawed-Off Shotgun or the Assault Shotgun.
- > Challenge 1 (sec:hbbesndpsttmes:mis7:mis5:mis1): add
- > Challenge 2 (sec:hbbesndpsttmes:mis7:mis5:mis2): add
- > Challenge 3 (sec:hbbesndpsttmes:mis7:mis5:mis3): add
- {MISSION 6: Light Machine Guns} (sec:hbbesndpsttmes:mis7:mis6): To complete these challenges, you can use either the x, x or the x.
- > Challenge 1 (sec:hbbesndpsttmes:mis7:mis6:mis1): add
- > Challenge 2 (sec:hbbesndpsttmes:mis7:mis6:mis2): add
- > Challenge 3 (sec:hbbesndpsttmes:mis7:mis6:mis3): add
- {MISSION 7: Heavy} (sec:hbbesndpsttmes:mis7:mis7): To complete these challenges, you can use the x.
- > Challenge 1 (sec:hbbesndpsttmes:mis7:mis7:mis1): add

MISSION 8 - Therapy (sec:hbbesndpsttmes:mis8)

MISSION CATEGORY: Hobbies & Pasttimes - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: Dr. Isiah Friedlander's House, 1371 Great Ocean Hwy, Del Perro Beach, Del Perro, Los Santos, Los Santos County, San Andreas, USA.; (phone sessions can be done anywhere)

MISSION FROM: Dr. Isiah Friedlander

MISSION VEHICLE: <none>; Tailgater (Limited Obey Design - Tailgater - Black)

MISSION PAYMENT: -\$VARIES p/session; +\$262

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: {shrink symbol}

These missions, listed below, are in conjunction with the main story since these take place at certain intervals in the main story line.

{MISSION 1: Introduction Titles/Opening Credits/Opportunities}

(sec:hbbesndpsttmes:mis8:mis1) (mis1:opportunities): (CUTSCENE) - this is at the start of the opening credits. This session will cost you \$250 (but you won't be paying this since you'll be starting this mission as Franklin Clinton in Mission 2, so even

though it would be -\$FREE, technically, it would be -\$250)

{MISSION 2: Chaos} (sec:hbbesndpsttmes:mis8:mis2) (mis7:chaos): (CUTSCENE) - during the cutscene, you can choose to accept or reject the advice. choice 1 is accept and choice 2 is reject. choice 1 (sec:hbbesndpsttmes:mis8:mis2:1), choice 2 (sec:hbbesndpsttmes:mis8:mis2:2). When Isiah says we need more sessions, if you choose no, then Michael will respond more respectfully. If you choose yes, then Michael will respond more openly. This session will cost you -\$500

{MISSION 3: Evil} (sec:hbbesndpsttmes:mis8:mis3) (mis21:evil): (CUTSCENE) - during the cutscene, you can choose to accept or reject the advice. choice 1 is accept and choice 2 is reject. choice 1 (sec:hbbesndpsttmes:mis8:mis3:1), choice 2 (sec:hbbesndpsttmes:mis8:mis3:2). When Isiah says that you need to take control, if you choose to accept his advice, then Michael will respond more respectfully. If you choose to reject his advice, then Michael will respond more openly. This session will cost you -\$1000

{MISSION 4: Negativity} (sec:hbbesndpsttmes:mis8:mis4) (mis38:negativity): (CALL TO DR. ISIAH FRIEDLANDER) - during the call, you can choose to accept or reject the advice. choice 1 is accept and choice 2 is reject. choice 1 (sec:hbbesndpsttmes:mis8:mis4:1), choice 2 (sec:hbbesndpsttmes:mis8:mis4:2). When Isiah says that you are ill, if you choose to accept his advice, then Michael will respond more respectfully. If you choose to reject his advice, then Michael will respond more openly. This session will cost you -\$1500

{MISSION 5: Fucked Up} (sec:hbbesndpsttmes:mis8:mis5) (mis42:fuckedup): (CALL TO DR. ISIAH FRIEDLANDER) - during the call, you can choose to accept or reject the advice. choice 1 is accept and choice 2 is reject. choice 1 (sec:hbbesndpsttmes:mis8:mis5:1). When Isiah says that your imbalance is all denial, if you choose to accept his advice, then Michael will respond more respectfully. If you choose to reject his advice, then Michael will respond more openly. This session will cost you -\$1500

{MISSION 6: Broke} (sec:hbbesndpsttmes:mis8:mis6) (mis56:broke) (CUTSCENE) - during the cutscene, you won't need to do anything since this is part of the main story missions. So just relax and watch the meyhram unfold. This session costs - \$4000

{MISSION 7: Abandonment Issues} (sec:hbbesndpsttmes:mis8:mis7) (mis56:abandonmentissues) (CUTSCENE) - during the cutscene, you can choose to accept or reject the advice. choice 1 is accept and choice 2 is reject. choice 1 (sec:hbbesndpsttmes:mis8:mis7:1), choice 2 (sec:hbbesndpsttmes:mis8:mis7:2). When Isiah says you're deranged, if you choose to accept his advice, then Michael will respond respectfully. If you choose to reject his advice, then Michael will respond more openly. This session will cost you -\$FREE

After the cutscene in Abandonment Issues, you can either choose to:

A)(sec:hbbesndpsttmes:mis8:mis7:1): Let him go

TO GAIN A GOLD

[] Complete: Let Dr. Isiah Friedlander live

-OR-

B)(sec:hbbesndpsttmes:mis8:mis7:2): get into your car and chase after Dr. Isiah Friedlander. Take him out before he makes it to Los Santos International Airport. Once you take him out, you can get into his car to pull out Isiah and get some free money, this will give you +\$262. You can keep his car if you want.

****TO GAIN A GOLD****

[] Complete: Take out Dr. Isiah Friedlander

NOTE: Dr. Isiah Friedlander drives a Comet (Limited Pfister Design - Comet - Red)

MISSION 9 - Swimming (sec:hbbesndpsttmes:mis9)

MISSION CATEGORY: Hobbies & Pasttimes - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: (any available deep water)

MISSION FROM: San Andreas Sports Association

MISSION VEHICLE: <none>

MISSION PAYMENT: -\$FREE

MISSION ACHIEVEMENT: achievement unlocked (Out Of Your Depth); gamerpoints unlocked (5gamerpoints)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: <none>

Start swimming by walking into the water and by pressing X. Once in the water use the L-Stick to control movement. Press and hold A to swim. Tap A to swim faster. The light blue bar underneath the radar represents your oxygen level. If it drops pass the flashing red oxygen level, then the remaining oxygen will be taken out on your health instead.

Sharks spawn randomly in deep water. Go out into the ocean with a boat or jet ski, and watch the mini-map until it turns completely dark blue. Keep driving around until you see a red dot on the radar, which indicates a shark. Then, jump into the water, and wait until it kills you. It may take some time if the shark does not see you right away. Once you have been killed by the shark, you will get the "Out Of Your Depth" achievement. It's also titled as "Out Of Your Depth" trophy on the PlayStation 3.

MISSION 10 - Los Santos Customs (sec:hbbesndpsttmes:mis10)

MISSION CATEGORY: Hobbies & Pasttimes - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: (any custom shop, listed below)

MISSION FROM: Los Santos Customs

MISSION VEHICLE: (any vehicle that can be modded)

MISSION PAYMENT: -\$VARIES p/item

MISSION ACHIEVEMENT: achievement unlocked (Los Santos Customs); gamerpoints unlocked (10gamerpoints)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: {pay 'n' spray can symbol}

The following Custom Shops and Pay 'N' Sprays are:

> Los Santos Customs - Original/HQ/East Los Santos: underneath the Olympic Fwy and off of Popular St & Vespucci Blvd, La Mesa, Los Santos, Los Santos County, San Andreas, USA.

> Los Santos Customs - Los Santos International Airport/West Los Santos/Hao's Garage: add

> Los Santos Customs - Rockford Hills/Burton: add

> Los Santos Customs - Harmony/Route 68/Route 68 Gas Station/Franklin's Garage: Route 68 Gas Station, x Rt 68, Harmony, Blaine County, San Andreas, USA.

> Los Santos Customs - Paleto Bay/Becker's Garage: x Great Ocean Hwy, Paleto Bay, Blaine County, San Andreas, USA.

or visit the website and see the store locator at: www.lossantoscustoms.com

or get email updates from: mods@lossantoscustoms.com

or call them on: +1999MODS

Drive your vehicle into the workshop bay and then start adding upgrades. Add 1 upgrade from each type available for 1 car.

The different types of upgrades are:

> Armor

> Brakes

> Engine

> Horn

> Lights

> Plate

> Respray

> Repair

> Transmission

> Turbo

> Wheels

> Windows

Once you have fitted at least 1 from each type to the car, drive out of the garage and you'll unlock the achievement.

MISSION 11 - Parachuting (sec:hbbesndpsttmes:mis11)
MISSION CATEGORY: Hobbies & Pasttimes - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: (available at any base jump symbol, listed below)
MISSION FROM: San Andreas Sports Association
MISSION VEHICLE: Parachute (Limited ProLaps Design - Parachute - White & Black);
Maverick (Limited MTL Design - Maverick - Green & White); Frogger (Limited MTL
Design - Frogger - Dark Blue); Bati 801 (Limited Pegassi Design - Bati 801 - Red)
MISSION PAYMENT: +\$VARIES p/accuracy
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: {base jump symbol}

see (sec:bsejumps) for the full list of jumps.

=====

sec:strngrsndfrks

=====

Strangers & Freaks

MISSION 1 - Pulling Favors (1st Encounter) (sec:strngrsndfrks:mis1)
MISSION CATEGORY: Strangers & Freaks - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as
Franklin Clinton)
MISSION STARTING POINT: Forum Liquor - Beer & Wine, 9 Forum Dr, Strawberry,
Los Santos, Los Santos County, San Andreas, USA.
MISSION FROM: Tonya Wiggins
MISSION VEHICLE: <none>; Towtruck (Limited Vapid Design - Towtruck - Rusty
Brown)
MISSION PAYMENT: \$0.00
MISSION ACHIEVEMENT: mobile contact added (Tonya Wiggins); story revealed
(Tonya is Franklin's friend); story revealed (J.B. is Franklin's friend); unlocked ability
(ability to use the tow truck and winch)
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: ?
WHAT YOU WILL NEED: <none>

(CUTSCENE)

After the cutscene, drive to Casey's Highway Clearance impound lot next to the
LSPD Davis Sheriffs Department on Innocence Blvd in Rancho. Once you arrive, get
into the tow truck parked in the red no parking zone. Once inside the truck, dispatch
will announce for you
to pick up an abandoned vehicle on San Andreas Ave.

****DISPATCH-TO-VEHICLE29****

Vehicle 29, come in, this is dispatch. We got an abandoned car on San Andreas Ave.

****DISPATCH-OVER****

****VEHICLE29-TO-DISPATCH****

Yo, we on that like ugly on your momma.

****VEHICLE29-OVER****

****DISPATCH-TO-VEHICLE29****

10-9, come again. I didn't catch that.

****DISPATCH-OVER****

****VEHICLE29-TO-DISPATCH****

It's Tonya, fool, and my boy Franklin. We fillin' in for JB.

****VEHICLE29-OVER****

****DISPATCH-TO-VEHICLE29****

Er, copy that. Hi, Tonya. Car's a junker, been there for days. 10-7. I'm gone.

****DISPATCH-OVER****

Once you arrive, lower the winch and reverse gently to approach the car and the winch should hook itself to the car. To lower the winch, push the L-Stick up or down while stationary. Once done, lift the winch and then take the car back to the impound on Innocence Blvd. Once you arrive, drop the car in the yellow marker gently to complete the mission.

****TO GAIN A GOLD****

[] add

MISSION 2 - Papparazo (1st Encounter) (sec:strngrsndfrks:mis2)

MISSION CATEGORY: Strangers & Freaks - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: The 'Clips, 50 Eclipse Blvd, West VineWood, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Beverly Felton

MISSION VEHICLE: PCJ 600 (Limited Shitzu Design - PCJ 600 - Blue)

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: story revealed (our first photoshoot and we litterly are taking photos of Miranda Cowan); mobile contact added (Beverly Felton)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: ?

(CUTSCENE)

After the cutscene, get onto the bike and get alongside the limousine so that Beverly can get some snaps of Miranda.

Eventually, another set of papparazzis turn up. You can choose to kill them (and gain a 1 star wanted level) or you can try and knock them off their bike.

Once done, take Beverly to the carpark at the back of Cafe Redemption off of N Rockford Dr in Morningwood. He will be taking photos of Samantha Muldoon.

Once you arrive, a cutscene will begin.
(CUTSCENE)

TO GAIN A GOLD

[] add

MISSION 3 - Another Pulling Favor (2nd Encounter) (sec:strngrsndfrks:mis3)
MISSION CATEGORY: Strangers & Freaks - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: Forum Liquor - Beer & Wine, 9 Forum Dr, Strawberry, Los Santos, Los Santos County, San Andreas, USA.
MISSION FROM: Tonya Wiggins
MISSION VEHICLE: <none>; Towtruck (Limited Vapid Design - Towtruck - Rusty Brown)
MISSION PAYMENT: \$0.00
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: T?

(CUTSCENE)
After the cutscene, add

TO GAIN A GOLD

[] add

MISSION 4 - x (sec:strngrsndfrks:mis4)
MISSION CATEGORY: Strangers & Freaks - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: standing outside of The Von Crastenburg Hotel - VineWood, x VineWood Blvd, VineWood, Los Santos, San Andreas, USA.
MISSION FROM: Pamela Drake
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

(CUTSCENE)
After the cutscene, add

MISSION 5 - The Good Husband (sec:strngrsndfrks:mis5)
MISSION CATEGORY: Strangers & Freaks - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)
MISSION STARTING POINT: Didier Sachs Store, x S Del Perro Blvd, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.
MISSION FROM: Amanda De Santa
MISSION VEHICLE: <none>; Police Cruiser (Limited Vapid Design - Police Cruiser - Black & White with the LSPD logos and designs)
MISSION PAYMENT: \$0.00
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this [☐]
MAP SYMBOL: <none>

(CALL FROM AMANDA DE SANTA)

After the call, you have 05:30mins to get to Amanda at the Didier Sachs store on S Del Perro Blvd in Rockford Hills.

Once you arrive, get into the police car and lose the 3 star wanted level by hiding out in the multistorey carpark on San Andreas Ave in Pillbox Hill.

Once you've lost the cops, take Amanda back home. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

****TO GAIN A GOLD****

[☐] add

MISSION 6 - Parenting 101 (sec:strngsrndfrks:mis6)

MISSION CATEGORY: Strangers & Freaks - Missions

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Michael De Santa)

MISSION STARTING POINT: {none}

MISSION FROM: Jimmy De Santa

MISSION VEHICLE: <none>

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: story revealed (Jimmy is in the back of a Charcoal-coloured Landstalker and he is being taken up Banham Canyon)

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: {blue dot symbol}

(CALL FROM JIMMY DE SANTA)

After the call, go and rescue Jimmy from x on Banham Canyon Dr in Banham Canyon. Do not kill the kidnappers, basically

whack into the back of their car to force them off the road. Once they give up, do not kill them.

Once done, get into their car and drive Jimmy back home. Once you arrive, a

cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

****TO GAIN A GOLD****

[] add

NOTE: to keep the Landstalker, drive Jimmy home in the car and save the car in any garage. Nice!

NOTE: drives a Landstalker (Limited Dundreary Design - Landstalker - Charcoal)

MISSION 7 - Amanda De Santa (sec:strngrsndfrks:mis7)

MISSION CATEGORY: Strangers & Freaks - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Franklin Clinton)

MISSION STARTING POINT: {anywhere}

MISSION FROM: Amanda De Santa

MISSION VEHICLE: <none>

MISSION PAYMENT: -\$500

MISSION ACHIEVEMENT: story revealed (Amanda De Santa's mobile number is: 346-555-0118)

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: <none>

Go onto the Internet through your phone as PHONEBOOK > INTERNET.APP > www.eyefind.info

Once done, search for the keyword "women" in EyeFind.info

Once found, you should see Hush Smush up there, if not, go to www.hushsmush.com

Once on the HushSmush website, click "Make Payment" which will mean you'll have -\$500

Once done, look around for the nickname "foxymama21".

Once found, the details should be:

x-----x

| | Nickname: foxymama21

| add | Age: 43

| | Body Type: Banging

| pic | Drinks: Destructively

| | Looking For: Anything goes

x-----x

Unsatisfied mother of two. I have the body and mind of a girl half my age but my husband's too

wrapped up in himself to notice. He spends half his time drinking by the pool

ignoring me. Well
I'm done. Looking for a fit, athletic man who knows how to appreciate a woman in he
sexual prime.
I love yoga.

GOOSE
GRAB
GROPE

Pick the one you want and then wait for a reply.

A couple of weeks later and you should get a return reply from foxymama21.
(CALL FROM AMANDA DE SANTA)
After the call, you would have wasted -\$500 just talking to her.

MISSION 8 - Uncalculated Risk (sec:strngrsndfrks:mis8)
MISSION CATEGORY: Strangers & Freaks - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: Labrador Retriever, Land Act Reservoir, 1 Land Act Dm,
Land Act, Tataviam Mountains, Los Santos County, San Andreas, USA.
MISSION FROM: Dom Beasley
MISSION VEHICLE: <none>
MISSION PAYMENT: \$0.00
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: D?

(CUTSCENE)
After the cutscene, go and see Dom at the Land Act Dam on Land Act Dm in Land
Act Dam. Once you arrive, a cutscene will begin.
(CUTSCENE)
After the cutscene, head to where Dom jumped off of and then jump. Once done, pull
open your parachute and land.
Once done, the mission will be complete.

You can keep Dom's Sprunk bike, if you want.

****TO GAIN A GOLD****

[] Leap Of Faith: Jump after Dom and survive the fall

*NOTE: Dom drives a Sanchez (Limited Maibatsu Design - Sanchez - Bright Green
With Sprunk Logos and Colours)*

MISSION 9 - ? (sec:strngrsndfrks:mis9)

MISSION CATEGORY: Strangers & Freaks - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 10 - ? (sec:strngrsndfrks:mis10)
MISSION CATEGORY: Strangers & Freaks - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 11 - ? (sec:strngrsndfrks:mis11)
MISSION CATEGORY: Strangers & Freaks - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 12 - ? (sec:strngrsndfrks:mis12)
MISSION CATEGORY: Strangers & Freaks - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: <none>

add

MISSION 13 - ? (sec:strngrsndfrks:mis13)

MISSION CATEGORY: Strangers & Freaks - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: ?

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: <none>

add

MISSION 14 - ? (sec:strngrsndfrks:mis14)

MISSION CATEGORY: Strangers & Freaks - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: ?

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: <none>

add

MISSION 15 - ? (sec:strngrsndfrks:mis15)

MISSION CATEGORY: Strangers & Freaks - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: ?

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: <none>

add

MISSION 16 - ? (sec:strngrsndfrks:mis16)

MISSION CATEGORY: Strangers & Freaks - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 17 - ? (sec:strngrsndfrks:mis17)
MISSION CATEGORY: Strangers & Freaks - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 18 - ? (sec:strngrsndfrks:mis18)
MISSION CATEGORY: Strangers & Freaks - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 19 - ? (sec:strngrsndfrks:mis19)
MISSION CATEGORY: Strangers & Freaks - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: <none>

add

MISSION 20 - From Beyond The Stars (sec:strngrsndfrks:mis20)

MISSION CATEGORY: Strangers & Freaks - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: Omega

MISSION VEHICLE: <none>

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: <none>

(CUTSCENE)

After the cutscene, go and search for all 50 Spaceship Parts. To see the list, go to the section titled "Spaceship Parts" (sec:spcshpprts)

=====

sec:misc

=====

Miscelenous

MISSION 1 - ? (sec:misc:mis1)

MISSION CATEGORY: Miscelenous - Tasks

MISSION TYPE: Bar/Club

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: ?

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: <none>

add

MISSION 2 - ? (sec:misc:mis2)

MISSION CATEGORY: Miscelenous - Tasks

MISSION TYPE: Bar/Club

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: ?

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: <none>

add

MISSION 3 - ? (sec:misc:mis3)

MISSION CATEGORY: Miscelenous - Tasks

MISSION TYPE: Bar/Club

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: ?

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: <none>

add

MISSION 4 - ? (sec:misc:mis4)

MISSION CATEGORY: Miscelenous - Tasks

MISSION TYPE: Bar/Club

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: ?

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: <none>

add

MISSION 5 - ? (sec:misc:mis5)

MISSION CATEGORY: Miscelenous - Tasks

MISSION TYPE: Bar/Club

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: ?

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: <none>

add

MISSION 6 - ? (sec:misc:mis6)
MISSION CATEGORY: Miscelenous - Tasks
MISSION TYPE: Bar/Club
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 7 - Singleton (sec:misc:mis7)
MISSION CATEGORY: Miscelenous - Tasks
MISSION TYPE: Bar/Club
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: Singleton, x road, Downtown VineWood, Los Santos, Los Santos County, San Andreas, USA.
MISSION FROM: Singleton
MISSION VEHICLE: <none>
MISSION PAYMENT: -\$x.xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

(CUTSCENE)

After the cutscene, drive your friend back to the drop off point. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

MISSION 8 - ? (sec:misc:mis8)
MISSION CATEGORY: Miscelenous - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 9 - ? (sec:misc:mis9)
MISSION CATEGORY: Miscelenous - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 10 - ? (sec:misc:mis10)
MISSION CATEGORY: Miscelenous - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 11 - ? (sec:misc:mis11)
MISSION CATEGORY: Miscelenous - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 12 - ? (sec:misc:mis12)
MISSION CATEGORY: Miscelenous - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?

MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 13 - ? (sec:misc:mis13)
MISSION CATEGORY: Miscelenous - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 14 - ? (sec:misc:mis14)
MISSION CATEGORY: Miscelenous - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 15 - ? (sec:misc:mis15)
MISSION CATEGORY: Miscelenous - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 16 - ? (sec:misc:mis16)
MISSION CATEGORY: Miscelenous - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 17 - ? (sec:misc:mis17)
MISSION CATEGORY: Miscelenous - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 18 - ? (sec:misc:mis18)
MISSION CATEGORY: Miscelenous - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 19 - Knife Flight Challenges (sec:misc:mis19)
MISSION CATEGORY: Miscelenous - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: <none>
MISSION FROM: Los Santos Flight School
MISSION VEHICLE: {any sensible plane}

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: <none>

1 > Pacific Bluffs Beach Hotel - Pacific Bluffs: Fly sideways between the 2 buildings at The Von Crastenburg Hotel PACIFIC BLUFFS on Bay City Ave in Pacific Bluffs.

2 > LomBank - Little Seoul: Fly sideways between the 2 buildings at LomBank on San Andreas Ave in Little Seoul. Come to the approach from the south of the building and exit to the north.

3 > Corporate Office Buildings - Del Perro: Fly sideways between the 2 buildings on Bay City Ave and if you're lucky enough, you might even get Challenge #4 aswell if you fly in from the east to the west.

4 > Von Crastenburg Hotel & LomBank - Del Perro: Fly sideways between the 2 buildings, one of them is white and the other is black, next to challenge #3. If you come in from the east, you should beable to get the one above aswell as you exit on the west.

5 > ULSA Annex Parking Garage & Adjacent Skyscraper - Rockford Hills: Fly sideways between the 2 buildings, one of them is the Richards Majestic HQ Building. Fly towards this sideways on from the east and exit on the west.

6 > Richards Majestic Film Studios & Adjacent Skyscraper - Rockford Hills: Fly sideways between the 2 buildings, one of them is a multi-storey carpark near the north of Richards Majestic Film Studios. Come on approach from the north flying sideways and exit near the studios to complete this challenge.

7 > Schlongberg Sachs Building & Adjacent (SOUTH) Tower - West VineWood: Fly sideways between the 2 buildings, one of them has a yellow crane at the top. This one can be easily located near Michael's House. Head in to this direction from Michael's House.

8 > Schlongberg Sachs Building & Adjacent (NORTH) Tower - West VineWood: Fly sideways between the 2 buildings, one of them is creamy-white (same as before, but it was on your left). Fly close to this building heading down the road this building opposite side to where you did the last one. Heading towards Michael's House.

9 > Whirligig Theater & VineWood Videos - VineWood: Fly sideways between the 2 buildings. Approach from the north. Fly over The Chinese Oriental Theatre and fly between VideoWood Videos on the otherside to complete this challenge.

10 > The VineWood Gardens Hotel & Galileo House - Hawick: Fly sideways between the 2 buildings. Approach from the south. One of the buildings is black and the other is dark stone brown.

11 > IAA Twin Towers - Pillbox Hill: Fly sideways between the 2 buildings and underneath you'll see the food court plaza. Approach from the west, if you do this correctly, you should beable to get this one if you do Challenge #13.

12 > Multi-Storey Parking Garage With Buildings - Pillbox Hill: Fly sideways between the 2 buildings, one of them has a garage with the Unique Stunt Jump on it. If you approach this from the south, you should beable to get this one with no problems.

13 > Multi-Storey Parking Garage With Unique Stunt Jump - Pillbox Hill: Fly sideways between the 2 buildings and underneath you should see the Unique Stunt Jump

which is a PissWasser Billboard Sign. Approach these 2 buildings from the west and exit on the east. If done correctly, you can also get Challenge #10, Challenge #11 and Challenge #15 aswell from this same path.

14 > GoPostal & Adjacent Multi-Storey Parking Garage - Pillbox Hill: Fly sideways between the 2 buildings. Approach from the south after you have done Challenge #12.

15 > Slaughter, Slaughter & Schlongberg Sachs - Pillbox Hill: Fly sideways between the 2 buildings. Approach from the west, if you do this correctly, you should be able to get this one if you do Challenge #13.

MISSION 20 - Unique Stunt Jumps (sec:misc:mis20)

MISSION CATEGORY: Miscelenous - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: <none>

MISSION FROM: Cunning Stunt Academy

MISSION VEHICLE: {any sensible sports car or any sensible vehicle}

MISSION PAYMENT: \$0.00

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: <none>

add

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sec:rndmevnts

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Random Events

MISSION 1 - Bob Mulet Store Robbery (sec:rndmevnts:mis1)

MISSION CATEGORY: Random Events - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: Bob Mulet Hair & Beauty, x Mad Wayne Thunder Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Bob Mulet Hair & Beauty

MISSION VEHICLE: <none>

MISSION PAYMENT: \$2000

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

MAP SYMBOL: <none>

(CUTSCENE)

After the cutscene, chase after the robbers by getting into your car or any car and take them down.

Once they are dead, take their cash from their pockets and the cash they stole.

Return to your car and then take the stolen

cash back to the store. Once you arrive, a cutscene will begin.

(CUTSCENE)

MISSION 2 - Money Van Robbery (1st Encounter) (sec:rndmevnts:mis2)

MISSION CATEGORY: Random Events - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: Globe Oil Gas Station, 32 Innocence Blvd, La Puerta, Los Santos, Los Santos County, San Andreas, USA.

MISSION FROM: Gruppe Sechs

MISSION VEHICLE: <none>

MISSION PAYMENT: \$3912

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: {blue dot}

You can either steal the van or the money from the back of the van by blowing the bloody doors off (Original The Italian Job quote).

To blow the doors off, use a Sticky Bomb and stand back to blow the doors off. Once done, take the cash, leave the area and loose the cops to complete this mission.

NOTE: The money van is a Stockade (Limited Brute Design - Stockade - White with Green outlining and the Gruppe Sechs logo).

MISSION 3 - Store Robbery In Grapeseed (sec:rndmevnts:mis3)

MISSION CATEGORY: Random Events - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: 8 Main St, Grapeseed, Blaine County, San Andreas, USA.

MISSION FROM: The Paint Shop

MISSION VEHICLE: <none>

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: {red dot}

Stop The Lost Outlaw Motorcycle Gang van before they escape. Once you stopped them, take the money and head back to the store.

Once you arrive, get out of your car and walk upto the store owner. A cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

MISSION 4 - Ursula (sec:rndmevnts:mis4)

MISSION CATEGORY: Random Events - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: North Califia Wy, Mt. Chiliad, Blaine County, San Andreas, USA.

MISSION FROM: Ursula
MISSION VEHICLE: <none>
MISSION PAYMENT: \$0.00
MISSION ACHIEVEMENT: mobile contact added (Ursula: 328-555-0103)
MISSION DONE: tick the box to the right if you have completed this [☐]
MAP SYMBOL: {blue dot symbol}

Once you see her next to the logs, stop near her to pick her up. Then drive her to her home on 1 El Gordo Dr in Mt. Gordo.

Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

MISSION 5 - Patrick McReary (sec:rndmevnts:mis5)
MISSION CATEGORY: Random Events - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: Davis Mega Mall, x road, Davis, Los Santos, Los Santos County, San Andreas, USA.
MISSION FROM: Patrick McReary
MISSION VEHICLE: <none>
MISSION PAYMENT: \$x.xx
MISSION ACHIEVEMENT: unlocked heist character (Patrick McReary: xxx-xxx-xxxx)
MISSION DONE: tick the box to the right if you have completed this [☐]
MAP SYMBOL: {blue dot symbol}

Go to where Packie is in the carpark outside the front entrance of Davis Mega Mall on road in Davis.

Once you arrive, let Packie and his friend enter your car. Make your escape by losing your wanted level.

Once done, drop Packie and his friend off at x on road in Cypress Flats. Once you arrive, a cutscene will begin.

(CUTSCENE)

After the cutscene, the mission will be complete.

MISSION 6 - ? (sec:rndmevnts:mis6)
MISSION CATEGORY: Random Events - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this [☐]
MAP SYMBOL: <none>

add

MISSION 7 - ? (sec:rndmevnts:mis7)

MISSION CATEGORY: Random Events - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: ?

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: <none>

add

MISSION 8 - ? (sec:rndmevnts:mis8)

MISSION CATEGORY: Random Events - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: ?

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: <none>

add

MISSION 9 - ? (sec:rndmevnts:mis9)

MISSION CATEGORY: Random Events - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: ?

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: <none>

add

MISSION 10 - ? (sec:rndmevnts:mis10)

MISSION CATEGORY: Random Events - Tasks

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: ?

MISSION FROM: ?

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 11 - ? (sec:rndmevnts:mis11)
MISSION CATEGORY: Random Events - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 12 - ? (sec:rndmevnts:mis12)
MISSION CATEGORY: Random Events - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 13 - ? (sec:rndmevnts:mis13)
MISSION CATEGORY: Random Events - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

MISSION 14 - ? (sec:rndmevnts:mis14)
MISSION CATEGORY: Random Events - Tasks
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: ?
MISSION FROM: ?
MISSION VEHICLE: ?
MISSION PAYMENT: \$xx
MISSION ACHIEVEMENT: <none>
MISSION DONE: tick the box to the right if you have completed this []
MAP SYMBOL: <none>

add

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sec:nclrwst

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Nuclear Waste

CATEGORY: Nuclear Waste - Collectibles
EFFECT: Required (<none>); Required (<none>)
STARTING POINT: Sonar Collections Dock, ?
FROM: ?
VEHICLE: Submersible (Limited Dinka Design - Submersible - Yellow); BOAT (Limited COMPANY Design - BOAT - Red)
PAYMENT: \$23,000.00 (per 1 barrel once discovered) -AND- \$250,000.00 (bonus once all barrels have been collected)
ACHIEVEMENT: unlocked achievement (<none>); unlocked gamerpoints (<none>)
AVAILABILITY: this section becomes available after completion of the mission titled "The Merryweather Heist" (misx)
DONE: tick the box to the right if you have completed this []
PERCENTAGE COVERED: xx%
MAP SYMBOL: property symbol - blue, yellow -OR- orange
WHAT YOU WILL NEED: Knife (Weapon/Purchase From Ammu-Nation Or Find It In-Game), Trackify App (iFruit App), Dinghy, Submersible, Wetsuit, Swimsuit, Deepsea Divers Outfit
HINT: 1ft is equal to 30.48cm (round it up to the nearest 10: 31cm), and equal the weight distribution by the ocean itself, it should take approx. 2-5 minutes p/1ft

[Sonar Collections Dock]

1: northeast of the Sonar Collections Dock, on the seabed. it is at 83ft below sea level

[Paleto Bay]

2: sitting on the sea floor off of the coast of Paleto Bay, at 96ft below sea level

3: just inside the mouth of a shallow tunnel off of the coast of Paleto Bay. it is at 85ft below sea level

[Great Ocean Highway]

- 4: off of the north coast of the map, above Great Ocean Hwy, at 122ft below sea level
- 5: inside a ravine off of the north coast of the map, above Great Ocean Hwy. it sits at a deep 443ft below sea level
- 6: sitting near the edge of a large drop off just north of the map, above Great Ocean Hwy. it sits at 432ft below sea level
- 7: sitting on a ledge in a small ravine off the north coast of the map, above Great Ocean Hwy. it sits at a crushing 462ft below sea level
- 8: found on a ledge in the same ravine as Nuclear Waste 7. this is at the extreme depth of 496ft below sea level
- 9: just outside the large archway where Nuclear Waste 10 is located, which is just north of the map, above Great Ocean Hwy. it is at 70ft below sea level
- 10: in a stone arch just north of the map, above Great Ocean Hwy. it sits at 97ft below sea level

[Humane Labs]

- 11: off of the east coast by Humane Labs, it is sitting at 68ft below sea level
- 12: off of the east coast by Humane Labs, it sits in shallow water, only 32ft below sea level
- 13: just a bit east of Nuclear Waste 12. number 13 is sitting a bit deeper, at 113ft below sea level

[Palomino Highlands]

- 14: off of the east coast of Palomino Highlands. this area has potential sharks, so be careful. it sits at 55ft below sea level (WARNING: take a Knife for extreme protection)
- 15: southeast of Nuclear Waste 14. number 15 is again off of the east coast of Palomino Highlands. this one is very deep, at 465ft below sea level
- 16: south of Palomino Highlands, this Nuclear Waste is sitting on a small ledge at 351ft below sea level
- 17: south of Palomino Highlands, this one sits at a comfortable 153ft below sea level
- 18: south of Palomino Highlands, this one sits on a rock formation, near the wing of a crashed plane. it is at 144ft below sea level

[Del Perro Pier]

- 19: off of the west coast of Del Perro, this one is nestled in with some old pier supports. it sits at 58ft below sea level
- 20: just a short ways north of Nuclear Waste 19. This one sits at 109ft below sea level
- 21: sitting just off of the west coast of Del Perro, this one rests at 210ft below sea level

[Pacific Bluffs]

- 22: off of the west coast of Pacific Bluffs, this one sits by some algae at 84ft below sea level
- 23: located off of the west coast of Pacific Bluffs, it lays upon a algae covered rock at 62ft below sea level

[Chumash]

24: just off of the west coast of Chumash, it sits at a shallow 30ft below sea level

[Tongva Hills]

25: west off of the Tongva Hills, this barrel is resting at 84ft below sea level

[Fort Zancudo]

26: just west of Fort Zancudo. the water here has very low visibility, so keep an eye out for it as it sits at 82ft below sea level

27: further west and a little north of Nuclear Waste 26, this one sits among some tall weeds, resting at 167ft below sea level

28: north of Nuclear Waste 27, this one rests among some large rocks, making it harder to find. it sits at 181ft below sea level

[North Chumash]

29: west of North Chumash, this barrel sits in a ravine. this one is resting on a tiny ledge, at 354ft below sea level

30: in the same area as Nuclear Waste 29, however much deeper. dive to 477ft below sea level to grab the number 30. don't stick around too long however, or you will be crushed

for a quick guide, check it out at: http://ign.com/wikis/gta-5/nuclear_waste

for a detailed Google Maps version of the pull-out map with included collectibles (such as Nuclear Waste) and other details, please check out the full interactive map at: <http://ign.com/maps/gta-5/los-santos-blaine-county>

NOTE: the nuclear waste barrels locations mentioned in this guide were exerted from IGN's Grand Theft Auto V (XBOX 360 & PS3) Walkthrough Guide. Their guide is available at: <http://insiderdownloads.ign.com/download/wikiguides/g/gta-5.pdf> - check it out!

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sec:jockcranley:patriottest

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Jock Cranley - Patriot Test

The answers for the true patriot are:

1. How do you spend the 4th of July?: answer is A
2. You see an Indian man with a backpack sweating on the bus. Do you...?: answer is A
3. What should be the most important subject in the school curriculum?: answer is A
4. When you see an image of a dead polar bear on a melted ice cap, it...?: answer is A
5. How do you view the War on Terror?: answer is A
6. You see two men holding hands in the park. Do you...?: answer is C

7. What is your favorite sport?: answer is A
8. You discover that a man living on your street is an illegal immigrant.: answer is C

take the test at <http://jockcranley.com/patriottest>

Mostly A's: <http://jockcranley.com/results-a>

Mostly B's: <http://jockcranley.com/results-b>

Mostly C's: <http://jockcranley.com/results-c>

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sec:suemurry:helpmakesanandreascombustionenginefreeby2016

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Sue Murry - Help Make San Andreas Combustion Engine Free By 2016

To do this, go to www.suemurry.com and scroll down until you see the CLICK HERE TO which sends a protest letter to Brett Crawford, CEO of Globe Oil

The link will take you to <http://suemurry.com/page2>

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sec:flightschl

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Flight School

CATEGORY: Flight School - Challenges

EFFECT: Good Ending (<none>); Bad Ending (<none>)

STARTING POINT: Los Santos Flight School, 1 New Empire Wy, Los Santos International Airport, South Los Santos, Los Santos, Los Santos County, San Andreas, USA.

FROM: Los Santos International Airport

VEHICLE: add

PAYMENT: \$0.00

ACHIEVEMENT: add

DONE: tick the box to the right if you have completed this []

MAP SYMBOL: {aircraft symbol}

INFORMATION (sec:flightschl:info)

The letter L represents as left

The letter R represents as right

The runway is the large, wide and long path leading out into the ocean or large un-populated area.

The taxiway is the approach to the runway.

The taxiway is also used by planes and helicopters when moving their vehicle between the runway and tarmac.

The tarmac is where the gates are and the gates are used to board the aircrafts.

Shown below is a list of signs and indications that you will see on a typical runway, taxiway and tarmac:

[HS-1]: Hold Position - aircraft cleared to land and hold short at HS-x (x representing the number, such as HS-1)

[4-22]: Taxiway/Runway Hold Position - hold short of runway on taxiway (taxiway 4 approaching runway 22) (red box with black outlining & white numerical & white symbol as '4-22' in the middle)

[26-8]: Runway/Runway Hold Position - hold short of intersecting runway (runway 26 which crosses over runway 8) (red box with black outlining & white numericals & white symbol as '26-8' in the middle)

[8-APCH]: Runway Approach Hold Position - hold short of aircraft on approach (wait on taxiway 8 as approaching aircraft passes) (red box with black outlining & white numerical & white alphabetical as '8-APCH' in the middle)

[ILS]: ILS Critical Area Hold Position - hold short of ILS approach critical area (red box with black outlining & white alphabetical as 'ILS' in the middle)

[(-)]: No Entry - identifies paved areas where aircraft entry is prohibited (red box with black outlining & white 'no entry' symbol in the middle)

[B]: Taxiway Location - identifies taxiway on which aircraft is located (black box with yellow outlining & yellow alphabetical in the middle)

[22]: Runway Location - identifies runway on which aircraft is located (black box with yellow outlining & yellow numerical in the middle)

[4]: Runway Distance Remaining - provides remaining runway length in 1000ft increments (black box with white numerical in the middle)

[////]: Taxiway Ending Marker - indicates taxiway does not continue (black outlining with black & yellow diagonal lines)

[<- L [G] A ->]: Direction Sign Array - identifies location in conjunction with multiple intersecting taxiways (yellow box with black outlining, black alphabetical, black box in the middle with a alphabetical in the middle)

[<- MIL]: Inbound Destination - defines directions for arriving aircraft (yellow box with black outlining and black alphabetical)

[22^]: Outbound Destination - defines directions to takeoff runways (yellow box with black outlining and black numerical)

[<- L]: Runway Exit - defines direction & designation of exit taxiway from runway (yellow box with black outlining and black alphabetical)

[J ->]: Taxiway Direction - defines direction & designation of intersecting taxiways (yellow box with black outlining and black alphabetical)

[HHHHH]: ILS Critical Area Boundary - exit boundary of ILS critical area (yellow box with black almost train track-like lines running in the middle from left to right)

[≡≡≡≡≡≡≡]: Runway Safety Area/Obstacle Free Zone Boundary - exit boundary of runway protected areas (yellow box with black almost train track bridge-like lines running in the middle from left to right)

[|||||]: Runway Threshold - runway end marker shown as large white lines over grey tarmac

[--]: Hold Short Position - shown on the taxiway centerline as yellow lines with dots above the line ending zone before entering the runway

[1]: Runway - shown on the ground of the runway centerline as the number 'x' marks the number of the runway before the runway end marker (x representing the number, such as 1)

MISSION 1 - Training Take Off (sec:flightschl:mis1)

Learn how to takeoff from the runway.

MISSION 2 - Runway Landing (sec:flightschl:mis2)

Learn how to safely land on the runway.

MISSION 3 - Inverted Flight (sec:flightschl:mis3)

Learn how to fly upside down.

MISSION 4 - Knife Flight (sec:flightschl:mis4)

Learn how to fly sideways.

MISSION 5 - Flat Hatting (sec:flightschl:mis5)

Fly through a course around the city, keeping a low altitude.

MISSION 6 - Touch Down (sec:flightschl:mis6)

Land the plane on a countryside bridge.

MISSION 7 - Loop The Loop (sec:flightschl:mis7)

Learn how to do an inside loop.

MISSION 8 - Helicopter Course (sec:flightschl:mis8)

Fly a helicopter through a course around the city and land it at the airport.

MISSION 9 - Helicopter Speed Run (sec:flightschl:mis9)

Fly a helicopter through the city as fast as possible.

MISSION 10 - Skydiving (sec:flightschl:mis10)

Skydive from a high altitude and try to land on a stationary target.

MISSION 11 - Drop Zone (sec:flightschl:mis11)

Skydive from a high altitude and try to land on a moving target.

MISSION 12 - Earn Your Wings (sec:flightschl:mis12)

Fly through a course in the city, performing stunts.

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sec:rlty

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Reality

MISSION 1 - x (sec:rlty:mis1)

CATEGORY: Reality - Challenges

EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

STARTING POINT: add

FROM: Josh Bernstein

VEHICLE: add

ACHIEVEMENT: add

DONE: tick the box to the right if you have completed this []

PERCENTAGE COVERED: xx%

WHAT YOU WILL NEED: Knife (Weapon/Purchase From Ammu-Nation Or Find It In-Game), Baseball Bat, Nightstick (Weapon/Purchase From Ammu-Nation Or Find It In-Game), any car

add

MISSION 2 - x (sec:rlty:mis2)

CATEGORY: Reality - Challenges

EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

STARTING POINT: add

FROM: Josh Bernstein

VEHICLE: add

ACHIEVEMENT: add

DONE: tick the box to the right if you have completed this []

PERCENTAGE COVERED: xx%

WHAT YOU WILL NEED: Knife (Weapon/Purchase From Ammu-Nation Or Find It In-Game), Baseball Bat, Nightstick (Weapon/Purchase From Ammu-Nation Or Find It In-Game), any car

add

MISSION 3 - x (sec:rlty:mis3)

CATEGORY: Reality - Challenges

EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

STARTING POINT: add

FROM: Josh Bernstein

VEHICLE: add

ACHIEVEMENT: add

DONE: tick the box to the right if you have completed this []

PERCENTAGE COVERED: xx%

WHAT YOU WILL NEED: Knife (Weapon/Purchase From Ammu-Nation Or Find It In-

Game), Baseball Bat, Nightstick (Weapon/Purchase From Ammu-Nation Or Find It In-Game), any car

add

MISSION 4 - x (sec:rlty:mis4)

CATEGORY: Reality - Challenges

EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

STARTING POINT: add

FROM: Josh Bernstein

VEHICLE: add

ACHIEVEMENT: add

DONE: tick the box to the right if you have completed this []

PERCENTAGE COVERED: xx%

WHAT YOU WILL NEED: Knife (Weapon/Purchase From Ammu-Nation Or Find It In-Game), Baseball Bat, Nightstick (Weapon/Purchase From Ammu-Nation Or Find It In-Game), any car

add

MISSION 5 - x (sec:rlty:mis5)

CATEGORY: Reality - Challenges

EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

STARTING POINT: add

FROM: Josh Bernstein

VEHICLE: add

ACHIEVEMENT: add

DONE: tick the box to the right if you have completed this []

PERCENTAGE COVERED: xx%

WHAT YOU WILL NEED: Knife (Weapon/Purchase From Ammu-Nation Or Find It In-Game), Baseball Bat, Nightstick (Weapon/Purchase From Ammu-Nation Or Find It In-Game), any car

add

MISSION 6 - Take Out The Competition (sec:rlty:mis6)

CATEGORY: Reality - Challenges

EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)

STARTING POINT: add

FROM: Josh Bernstein

VEHICLE: add

ACHIEVEMENT: add

DONE: tick the box to the right if you have completed this []

PERCENTAGE COVERED: xx%
WHAT YOU WILL NEED: Knife (Weapon/Purchase From Ammu-Nation Or Find It In-Game), Baseball Bat, Nightstick (Weapon/Purchase From Ammu-Nation Or Find It In-Game), any car

Take out these 15 Lenny Avery Reality Sign Posts scattered throughout the northern part of Los Santos. These are the list (shown below):

- 1: on Portola Dr in Rockford Hills. smash the sign with a Nightstick
- 2: on x in Richman. smash the sign with a car
- 3: on x in x. smash the sign with a Nightstick
- 4: on x in x. smash the sign with a car
- 5: on x in x. smash the sign with a Nightstick
- 6: on x in x. smash the sign with a car
- 7: on x in x. smash the sign with a Nightstick
- 8: on x in x. smash the sign with a car
- 9: on x in x. smash the sign with a Nightstick
- 10: on x in x. smash the sign with a car
- 11: on x in x. smash the sign with a Nightstick
- 12: on x in x. smash the sign with a car
- 13: on x in x. smash the sign with a Nightstick
- 14: on x in x. smash the sign with a car
- 15: on x in x. smash the sign with a Nightstick

Once done, you'll receive a text message from Josh asking for you to meet up with him at his house in Rockford Hills.

MISSION 7 - x (sec:rlty:mis7)
CATEGORY: Reality - Challenges
EFFECT: Good Ending (<none>); Bad Ending (<none>); Required (to play as Trevor Philips)
STARTING POINT: add
FROM: Josh Bernstein
VEHICLE: add
ACHIEVEMENT: add
DONE: tick the box to the right if you have completed this []
PERCENTAGE COVERED: xx%
WHAT YOU WILL NEED: Knife (Weapon/Purchase From Ammu-Nation Or Find It In-Game), Baseball Bat, Nightstick (Weapon/Purchase From Ammu-Nation Or Find It In-Game), any car

add

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sec:undrthbrdg

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Under The Bridge

CATEGORY - Under The Bridge - Challenges

VEHICLE: Maverick (Limited COMPANY Design - Maverick - any colour); Buzzard (Limited COMPANY Design - Buzzard - any colour)

ACHIEVEMENT: unlocked achievement (Close Shave); unlocked gamerpoints (20gamerpoints)

DONE: tick the box to the right if you have completed this []

PERCENTAGE COVERED: xx%

WHAT YOU WILL NEED: Good Strong Guts (In The Real World), Knife (Weapon/ Purchase From Ammu-Nation Or Find It In-Game), Maverick -OR- Buzzard

[place]

1: ?

2: ?

3: ?

4: ?

to check your progress, press the START button and then select Stats --> Vehicle --> Under The Bridge

for a quick guide, check it out at: http://ign.com/wikis/gta-5/aerial_challenges

for a detailed Google Maps version of the pull-out map with included challenges (such as Under The Bridge) and other details, please check out the full interactive map at: <http://ign.com/maps/gta-5/los-santos-blaine-county>

NOTE: the under the bridge locations mentioned in this guide were exerted from IGN's Grand Theft Auto V (XBOX 360 & PS3) Walkthrough Guide. Their guide is available at <http://insiderdownloads.ign.com/download/wikiguides/g/gta-5.pdf> - check it out!

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sec:stntjumps

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Unique Stunt Jumps

CATEGORY: Unique Stunt Jumps - Challenges

VEHICLE: <none>

ACHIEVEMENT: unlocked achievement (Show Off); unlocked gamerpoints (30gamerpoints)

PERCENTAGE COVERED: xx%

[place]

1: ?

2: ?

3: ?

4: ?

to check your progress, press the START button and then select Stats --> Vehicles
--> Unique Stunt Jumps Found

to check your progress, press the START button and then select Stats --> Vehicles
--> Unique Stunt Jumps Completed

for a quick guide, check it out at: http://ign.com/wikis/gta-5/stunt_jumps

for a detailed Google Maps version of the pull-out map with included challenges
(such as Unique Stunt Jumps) and other details, please check out the full interactive
map at: <http://ign.com/maps/gta-5/los-santos-blaine-county>

*NOTE: the unique stunt jumps locations mentioned in this guide were exerted from
IGN's Grand Theft Auto V (XBOX 360 & PS3) Walkthrough Guide. Their guide is
available at <http://insiderdownloads.ign.com/download/wikiguides/g/gta-5.pdf> -
check it out!*

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sec:bsejumps

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Base Jumps

CATEGORY: Base Jumps - Challenges

PAYMENT: +\$300 (if you land successfully in the middle of the final marker); +\$30 p/
checkpoint (if you fly through the middle of each checkpoint)

PERCENTAGE COVERED: 1%

[Puerta Del Sol - Carpark] (sec:bsejumps:mis1) MISSION 1: Pacific Tour

1: found in the carpark on Tackle St in Little Puerta. Found parked in the coach
parking space, a green & white Maverick with Dom's mate, Jeff, waiting inside. He
will take you out into the Vespucci Beach area where there is a boat waiting for you
to land on. The boat is in the river between Greenwich Pkwy & Magellan Ave. Good
Luck!

[VineWood Racetrack - North West Pond] (sec:bsejumps:mis2) MISSION 2: Photo
Finish

2: found parked on the grass north of the north west pond of the VineWood
Racetrack at the most northern part of the race track off of VineWood Park Dr. Found
on the grass, a green & white Maverick with Dom's mate, Jeff, waiting inside. He will
take you out into the Mirror Park area where there is a marker waiting for you to land
on. The marker is in the middle of the sandy patch between that same pond and the
carpark in VineWood Racetrack. Glide yourself through the checkpoints with the blue
directional indicator markers in the golden ring checkpoints. Follow the directions
and then land in the middle zone of the final marker to complete this mission. Good
Luck!

[RON Alternates Wind Farm - South East Construction Site] (sec:bsejumps:mis3)

MISSION 3: Turbine Tremor

3: found parked on the sand in the construction site at RON Alternates Wind Farm on 1 Senora Wy in RON Alternates Wind Farm. Found on the sand, a green & white Maverick with Dom's mate, Jeff, waiting inside. He will take you out into the RON Alternates Wind Farm area where there is a marker waiting for you to land on. The marker is in the middle of the sandy patch next to the Power Station on the west side of RON Alternates Wind Farm in RON Alternates Wind Farm. Glide yourself through the checkpoints with the blue directional indicator markers in the golden ring checkpoints. Follow the directions and then land in the middle zone of the final marker to complete this mission. Good Luck!

[Paleto Bay - Paleto Pier] (sec:bsejumps:mis4) MISSION 4: The Decline

4: found parked at the end of the pier at Paleto Pier on 1 Paleto Pr on 8 Procopio Prmnde in Paleto Bay. Found on the pier, a dark blue Frogger with Dom's mate, Jeff, waiting inside. He will take you out into the Mt. Chiliad area where there is a marker waiting for you to land on. The marker is exactly where the helicopter was waiting for you, on the pier. Jump off of the cliff and then glide yourself through the checkpoints with the blue directional indicator markers in the golden ring checkpoints. Follow the directions and then land in the middle zone of the final marker to complete this mission. Good Luck!

[Pillbox Hill - The Maze Bank Of Los Santos HQ - Courtyard Entrance]

(sec:bsejumps:mis5) MISSION 5: Bank Bailout

5: found next to the low wall of the courtyard entrance at the front of The Maze Bank Of Los Santos HQ building on Vespucci Blvd in Pillbox Hill. Found on the courtyard at the front of the building, a white & black Parachute is next to the low wall. Walk upto it and press > on the d-pad to start the mission. On the roof the building, you'll be driving a Bati 801 (Limited Pegassi Design - Bati 801 - Red). Drive off of the otherside of the building, heading north. The marker is at Burton Park on Alta St in Burton. Jump off of the building, then jump off of the bike and then glide yourself down and then land in the middle zone of the final marker to complete this mission. Good Luck!

[Pillbox Hill - Construction Site - Top Of The Yellow Crane] (sec:bsejumps:mis6)

MISSION 6: What Goes Up

6: found above the crane cabin at the top of the yellow Ges (Limited Ubermacht Design - Ges - Yellow) at the Pillbox Hill Construction Site on Power St in Pillbox Hill. Found above the crane cabin, a white & black Parachute. Walk upto it and press > on the d-pad to start the mission. On the very top of the crane, jump off of the crane and then glide yourself to the moving marker on the back of the trailer on Alta St in Pillbox Hill. Land on the empty flatbed trailer to complete this mission. Good Luck!

[Raton Canyon - Raton Canyon Vista - Raton Trail - Overlooking Cassidy Vista And Cassidy Trail On Top Of Raton Vista In Raton Canyon] (sec:bsejumps:mis7) MISSION 7: Falling Mouse

7: found parked on the grass on top of Raton Canyon Vista overlooking Cassidy Crk & Cassidy Trl in Raton Canyon. Found next to the bike, is a white & black Parachute. Walk upto it and press > on the d-pad to start the mission. From the top of Raton Vista, get onto the Bati 801 (Limited Pegassi Design - Bati 801 - Red). Drive off of the side of the vista, heading east. The marker is on Cassidy Trl on the otherside of Cassidy Crk in Raton Canyon. Jump off of the cliff, then jump off of the bike and then glide yourself through the checkpoints with the blue directional indicator markers in the golden ring checkpoints. Follow the directions and then land in the middle zone of the final marker to complete this mission. Good Luck!

[Raton Canyon - Califia Vista - Raton Trail - Overlooking Cassidy Bridge And Raton Waterfall On Top Of Califia Vista In Raton Canyon] (sec:bsejumps:mis8) MISSION 8: Runaway Train

8: found parked on the grass on top of Califia Vista overlooking Cassidy Brdg & Raton Wtrfll on Raton Canyon. Found on the grass, a green & white Maverick with Dom's mate, Jeff, waiting inside. He will take you out into the Raton Canyon area where there is a marker waiting for you to land on. The marker is on the empty freight carriage on the back of the train on Raton Brdg. Glive yourself to the moving marker on the back of train on Raton Brdg in Ranton Canyon. Land on the empty freight carriage to complete this mission. Good Luck!

[Rockford Hills - Mo Milton Apartments - Multistorey Carpark Entrance] (sec:bsejumps:mis9) MISSION 9: Aim For The Fairway

9: found next to a yellow pillar outside the multistorey carpark entrance of the Mo Milton Apartments on South Mo Milton Dr in Rockford Hills. Found next to the multistorey carpark entrance is a white & black Parachute. Walk upto it and press > on the d-pad to the start the mission. On the very top of the multistorey carpark, jump off of the side of the multistorey carpark and then glide yourself to the marker on the fairway next to the green at Hole 1 in Los Santos Country Club on Dorset Dr in GWC & Golfing Society. Glide yourself down and then land and in the middle zone of the final marker to complete this mission. Good Luck!

[Raton Canyon - Cassidy Creek - Cassidy Vista - Cassidy Trail - Overlooking Cassidy Creek On Top Of Cassidy Vista In Raton Canyon] (sec:bsejumps:mis10) MISSION 10: Carving The Mountain

10: found parked on the grass on top of Cassidy Vista overlooking Cassidy Crk off of Cassidy Trl in Raton Canyon. Found on the grass, a green & white Maverick with Dom's mate, Jeff, waiting inside. He will take you out into the Mt. Josiah area where there is a marker waiting for you to land on. The marker is on Cassidy Brdg at Cassidy Crk in Raton Canyon. Glide yourself through the checkpoints with the blue directional indicator markers in the golden ring checkpoints. Follow the directions and then land in the middle zone of the final marker to complete this mission. Good Luck!

[Grapeseed - The O'Neils Ranch] (sec:bsejumps:mis11) MISSION 11: The Fall Of The Alamo

11: found parked on the sand in the construction site at the front of The O'Neils Ranch on 1 O'Neil Wy in Grapeseed. Found on the grass, a green & white Maverick with Dom's mate, Jeff, waiting inside. He will take you out into the Alamo Sea area where there is a marker waiting for you to land on. The marker is on a field off of Grapeseed Ave in Grapeseed. Glide yourself through the checkpoints with the blue directional indicator markers in the golden ring checkpoints. Follow the directions and then land in the middle zone of the final marker to complete this mission. Good Luck!

[East VineWood - Mirror Park - Mirror Dam] (sec:bsejumps:mis12) MISSION 12: Damned If I Don't

12: found parked on the grass next to Mirror Dam, south east of VineWood Racetrack on Mirror Park Blvrd in Mirror Park. Found on the grass, a green & white Maverick with Dom's mate, Jeff, waiting inside. He will take you out into the Tataviam Mountains area where there is a marker waiting for you to land on. The marker is at the top of the LS Rvr in VineWood Racetrack. Glide yourself through the checkpoints with the blue directional indicator markers in the golden ring checkpoints. Follow the directions and then land in the middle zone of the final marker to complete this mission. Good Luck!

[Raton Canyon - Ranton Trail - Raton View - Overlooking Cassidy Bridge And Raton Waterfall On Top Of Raton Vista In Raton Canyon] (sec:bsejumps:mis13) MISSION 13: Razor Rock Dol

13: found on the top of the vista overlooking Cassidy Crk off of Raton Trl in Raton Canyon. Found on top of the vista, is a white & black Paracute. Walk upto it and press > on the d-pad to start the mission. The marker is on the otherside of Cassidy Brdg on Cassidy Trl in Cassidy Crk. From the top of Raton View, jump off of the cliff and then glide yourself through the checkpoints with the blue directional indicator markers in the golden ring checkpoints. Follow the directions and then land in the middle zone of the final marker to complete this mission. Good Luck!

Once you have completed all of the parachuting challenges, go to see Dom (sec:strngrsndfrks:mis8) in Tataviam Mountains for the next mission.

to check your progress, press the START button and then select Stats --> Skills --> Strength

to check your progress, press the START button and then select Stats --> 100% Checklist --> Hobbies & Pastimes

for a quick guide, check it out at: http://ign.com/wikis/gta-5/base_jumps

for a detailed Google Maps version of the pull-out map with included challenges (such as Base Jumps) and other details, please check out the full interactive map at: <http://ign.com/maps/gta-5/los-santos-blaine-county>

*NOTE: the base jumps locations mentioned in this guide were exerted from IGN's Grand Theft Auto V (XBOX 360 & PS3) Walkthrough Guide. Their guide is available at

<http://insiderdownloads.ign.com/download/wikiguides/g/gta-5.pdf> - check it out!*

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sec:trithlns

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Triathlons

CATEGORY: Triathlons - Challenges

PERCENTAGE COVERED: xx%

MISSION 1 - Vespucci Triathlon (sec:trithlns:mis1)

MISSION CATEGORY: Triathlons - Challenges

MISSION STARTING POINT: Los Santos International Airport Beach (found behind Los Santos Customs - LSIA), 1 Greenwich Pkwy, Los Santos International Airport, South West Los Santos, Los Santos, Los Santos County, San Andreas, USA.

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: {running man}

add

MISSION 2 - Coyote Cross Country Triathlon (sec:trithlns:mis2)

MISSION CATEGORY: Triathlons - Challenges

MISSION STARTING POINT: Sandy Shores Marina, 1 Marina Dr, Sandy Shores, Blaine County, San Andreas, USA.

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: {running man}

add

MISSION 3 - Alamo Sea Triathlon (sec:trithlns:mis3)

MISSION CATEGORY: Triathlons - Challenges

MISSION STARTING POINT: Seaview Wharf, 2 Seaview Rd, Grapeseed, Blaine County, San Andreas, USA.

MISSION VEHICLE: ?

MISSION PAYMENT: \$xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

MAP SYMBOL: {running man}

add

for a quick guide, check it out at: http://ign.com/wikis/gta-5/things_to_do_in_gta_5
for a detailed Google Maps version of the pull-out map with included challenges (such as Triathlons) and other details, please check out the full interactive map at: <http://ign.com/maps/gta-5/los-santos-blaine-county>

NOTE: the triathlons locations mentioned in this guide were exerted from IGN's Grand Theft Auto V (XBOX 360 & PS3) Walkthrough Guide. Their guide is available at <http://insiderdownloads.ign.com/download/wikiguides/g/gta-5.pdf> - check it out!

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sec:hddnpckges

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Hidden Packages

CATEGORY: Hidden Packages - Collectibles

PERCENTAGE COVERED: xx%

WHAT YOU WILL NEED: Knife (Weapon/Purchase From Ammu-Nation Or Find It In-Game), Trackify App (iFruit App), Dinghy, Submarine, Wetsuit, Swimsuit, Deepsea Divers Outfit

HINT: 1ft is equal to 30.48cm (round it up to the nearest 10: 31cm), and equal the weight distribution by the ocean itself, it should take approx. 2-5 minutes p/1ft

PAYMENT: \$RANDOM (random large amounts of money in each briefcase)

[Paleto Bay]

1 (50ft below sea level) (underneath the Pacific Ocean off of the western part of Paleto Bay, follow the top tip of Paleto Cove's beach area that sticks out facing towards the ocean): next to the broken tail end of the plane crash

[Mt. Gordo]

2 (20ft below sea level) (underneath the Pacific Ocean off of the northern eastern part of Mt. Gordo, follow the letter G on the pull-out map in your game case and follow it until your finger runs off of the mainland and it's found in the middle between the dark area near the mainland and the beach area, facing towards the letter U and N in MOUNT GORDO on the map): under the wrecked Duster. watch out for sharks in this area

[Humane Labs And Research]

3 (181ft below sea level) (underneath the Pacific Ocean off of the Humane Labs And Research and the mainland - follow the top tip of the cove next to the base until you are in the light blue area found in the middle of the dark blue area on the pull-out map in your game case): in the back of the sunken truck trailer. there are also 2x Grenades inside the container aswell as a Shotgun on a crate beside the container

[Fort Zancudo]

4 (82ft below sea level) (underneath the Pacific Ocean off of the top tip off of Fort

Zancudo Beach off of the mainland): on the floor of the sunken cargo plane. you can also find Armor in the fuselage

5 (xxft below sea level) (underneath the Pacific Ocean off of the bottom tip off of Fort Zancudo Beach off of the mainland): Grenades, an SMG, Assault Rifle, Sniper Rifle, Shotgun, Armor and 2x Sticky Bombs scattered around the sunken tugboat. you can also find the briefcase on the boat's top deck near the wheelhouse

[Pacific Bluffs]

6 (xxft below sea level) (underneath the Pacific Bluffs Reefs off of Green Ocean Hwy and off of the mainland near Pacific Bluffs): on top of these sunken remains. look near the portal on the top. there's also a Health on a nearby tin

[N.O.O.S.E.]

7 (xxft below sea level) (underneath the bottom tip of the large island off of the mainland near N.O.O.S.E.): Grenade, Sticky Bombs, 2x Assault Rifles and an SMG are a few of the items that can be found around this shipwreck. the briefcase is at the top of the wreckage. look in the large hole blown in the side of the ship to find it in the first tail of rib work

[Palomino Highlands]

8 (xxft below sea level) (underneath the Palomino Sound that runs between the mainland and the island off of Palomino Highlands): almost one of every weapon can be found around the sunken paddle steamer. Grenade, Crowbar, Health, Armor, Assault Rifle, Sniper Rifle, Rocket Launcher and a Shotgun. the briefcase is under the end wheel of the paddle steamer

[Signal Bridge]

9 (xxft below sea level) (underneath the Port Of South Los Santos Sound, found underneath Signal Bridge between Elysian Island and the mainland): this is one of the easier briefcase finds in the game; it's in the shallow canal in Banning on top of a large sunken barge

[Palomino Highlands]

10 (xxft below sea level) (underneath the island on the far right of the 3 islands near Terminal, south of mainland and Murrieta Oil Field): there's an arsenal scattered around the downed aircraft. you can find Health, Armor, an SMG and a Grenade Launcher, Grenades and an Assault Rifle around the wreckage. the briefcase is under the right tail wing

[Port Of South Los Santos]

11 (xxft below sea level) (underneath the south part of the letter T in PORT OF SOUTH LOS SANTOS found on the pull-out map in your game case, south of mainland): on the seafloor amongst the seaweed. it's inside what remains of the hull of an old shipwreck. you can also find Armor and a Rocket Launcher nearby

[Chiliad Mountain State Wilderness]

12 (xxft above sea level) (on the porch of the first house in The Altruist Camp in Chiliad Mountain State Wilderness): the briefcase is on the porch of the first house on the left as you enter The Altruist Camp in Chiliad Mountain State Wilderness in San Andreas Republic. you'll need to battle your way out of the camp

for a quick guide, check it out at: http://ign.com/wikis/gta-5/hidden_packages
for a detailed Google Maps version of the pull-out map with included collectibles (such as Hidden Packages) and other details, please check out the full interactive map at: <http://ign.com/maps/gta-5/los-santos-blaine-county>

NOTE: the hidden packages locations mentioned in this guide were exerted from IGN's Grand Theft Auto V (XBOX 360 & PS3) Walkthrough Guide. Their guide is available at <http://insiderdownloads.ign.com/download/wikiguides/g/gta-5.pdf> - check it out!

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sec:spcshpprts

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Spaceship Parts

CATEGORY: Spaceship Parts - Collectibles

PERCENTAGE COVERED: 2%

- [place]
- 1: ?
 - 2: ?
 - 3: ?
 - 4: ?
 - 5: ?
 - 6: ?
 - 7: ?
 - 8: ?
 - 9: ?
 - 10: ?
 - 11: ?
 - 12: ?
 - 13: ?
 - 14: ?
 - 15: ?
 - 16: ?
 - 17: ?
 - 18: ?
 - 19: ?
 - 20: ?
 - 21: ?
 - 22: ?

- 23: ?
- 24: ?
- 25: ?
- 26: ?
- 27: ?
- 28: ?
- 29: ?
- 30: ?
- 31: ?
- 32: ?
- 33: ?
- 34: ?
- 35: ?
- 36: ?
- 37: ?
- 38: ?
- 39: ?
- 40: ?
- 41: ?
- 42: ?
- 43: ?
- 44: ?
- 45: ?
- 46: ?
- 47: ?
- 48: ?
- 49: ?
- 50: ?

After every part has been collected, you'll receive a text message from Omega asking for you to meet up with him at his command center (trailer) in RON Alternates Wind Farm.

Omega's map symbol appears on the map, indicating that a mission has become available. Go and see him to activate the mission.

MISSION - The Final Frontier (sec:spcshppts:mis)
MISSION CATEGORY: Side Missions - Missions
MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)
MISSION STARTING POINT: Omega's Trailer, 10 Trailer Prkwy, Trailer Park, off of Senora Wy, RON Alternates Wind Farm, Tataviam Mountains, Los Santos County, San Andreas, USA.
MISSION FROM: Omega
MISSION VEHICLE: Docker (Limited Sqave Design - Docker - Red with wooden panels and blue-light based equipment - Off-Road)
MISSION PAYMENT: \$0.00
MISSION ACHIEVEMENT: unlocked achievement (From Beyond The Stars); unlocked

gamerpoints (15gamerpoints)
MAP SYMBOL: {green M with a ? symbol}

(CUTSCENE)

After the cutscene, get into the car and drive away. You can keep the car by parking it in your garage at any place that Franklin owns.

for a quick guide, check it out at: http://ign.com/wikis/gta-5/spaceship_parts
for a detailed Google Maps version of the pull-out map with the included collectibles (such as Spaceship Parts) and other details, please check out the full interactive map at: <http://ign.com/maps/gta-5/los-santos-blaine-county>

NOTE: the spaceship parts locations mentioned in this guide were exorted from IGN's Grand Theft Auto V (XBOX 360 & PS3) Walkthrough Guide. Their guide is available at <http://insiderdownloads.ign.com/download/wikiguides/g/gta-5.pdf> - check it out!

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sec:tours

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Tours

VineWood Star Tours (sec:tours:vinewoodstartours)

CATEGORY: Sightseeing - Tours

PERCENTAGE COVERED: 1.5%

To begin the tour, check out the section titled (sec:hobbiesandpastimes:mis1)

Mark Fostenburg's House: 2844 Picture Perfect Dr, VineWood Hills, West VineWood, Los Santos, Los Santos County, San Andreas, USA.

The Craze's House: 2839 Picture Perfect Dr, VineWood Hills, West VineWood, Los Santos, Los Santos County, San Andreas, USA.

Martha Term's House:

VineWood Walk Of Fame:

Welcome To West VineWood Sign:

Teqi-La-La Restaurant/Teqi-La-La Bar:

The Epsilon Center:

Portola Dr Shopping Centre:

Alexander Dreyfuss's House:

Richards Majestic Film Studios:

VineWood Star Tours:

VineWood Sign:

Old VineWood:

New VineWood:

The Gentry Manor Hotel:

The Richman Hotel:

VineWood Sign (sec:tours:vinewoodsign)

CATEGORY - Sightseeing - Tours

PERCENTAGE COVERED: 0%

To begin the tour, check out the section titled (sec:places:landmarks:vinewoodsign)

VineWood Walk Of Fame (sec:tours:vinewoodwalkoffame)

CATEGORY: Sightseeing - Tours

PERCENTAGE COVERED: 0%

Welcome to Los Santos. Home to the famous movie studios and sightseeing tours. You can visit the VineWood Star Tours (sec:tours:vinewoodstartours), check out the local foods, sounds, movie theatres, check out the beaches, hotels, spas, resorts or even visit the World famous VineWood Sign (sec:tours:vinewoodsign); it's all right here.

Below is the list of the all the stars in order on the VineWood Walk Of Fame.

** walk from "Bishop WTF? - Las Lagunas Blvrd & VineWood Blvrd" to "The VineWood Zombie - Photo Opportunity - Alta St & VineWood Blvrd" **

1: Christoper Tibbits

2: Cherise McCormic (on GTA IV)

3: Fernando Martinez (Fernando Frank Chavez is the voice of Fernando Martinez)

4: Bluesy St. John (from x on x, x, Broker, East Island City, EIC, LC, USA. - on GTA IV)

5: James Pedeaston (James Pedeaston World Traveller is the name of his talk show found on the West Coast Talk Radio - on GTA SA)

6: Kerry McIntosh (Glamour Model, Singer & Actress - on GTA IV)

7: Commander (on the tv show "Republican Space Rangers" - on GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC, GTA V)

8: Charlotte Crown

9: Estelle Johnson

10: Billy Blue (Singer of The Blues Brothers - on GTA IV TBOGT)

11: Samantha Muldoon (Glamour Model - on GTA IV)

12: Adam First

13: Jimmy Boston (from The Epsilon Program)

14: Dick (on the tv show "Republican Space Rangers" - on GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC, GTA V)

15: Cloe Parker (Girlfriend of Tyler Dixon - on GTA IV, GTA IV TBOGT)

16: DJ Teri

17: Gordon Moorehead (from the original radio show "Moorehead Rides Again" - on GTA VC)

18: David Richards (founder of Richards Majestic Film Studios - father of Solomon Richards)

19: Hughie McGill

20: Dusty Cowpike (from x on x, x, Broker, East Island City, EIC, LC, USA. - on GTA

IV)

21: Johnny Lawton

22: Donald Love (founder of Love Productions based in Liberty City - on GTA III, GTA LCS, GTA CTW)

23: Pastor Richards (from the x Church on x in x, x, Mainland, Vice City, VC, USA. - on GTA VC)

24: Abe Milton

** at the end of the street, walk across the road, going east on the map, to continue the tour **

** walk from "Miss T - Alta St & VineWood Blvrd" to "Fred's Store - Power St & VineWood Blvrd" **

25: Joanie Term (Daughter and Actress/VineWood Starlet who happens to be related to Martha Term - on GTA V)

26: Larry Toe

27: Miranda Cowan (Actress/VineWood Starlet - on GTA V)

28: Jennifer Zelinski

29: Maurice Chavez (his radio show "Pressing Issues" is on VCPR - Vice City Public Radio - on GTA VC)

30: Martin Serious

31: Judge Grady (his radio show "x" is on WCTR - West Coast Talk Radio - on GTA SA)

32: Lianne Forgey (her radio show "x" is on WCTR - West Coast Talk Radio - on GTA SA)

33: Quota

34: Wayne Thunder (former Actor of VineWood Classic films. also known as Wayne "Mad Wayne" Thunder - on GTA V)

35: Forthright MC (DJ Forthright MC of Playback FM - on GTA SA)

36: Luther Austin

37: Draydon Roberts (found underneath the yellow HVY Extender Lift - found on the walkpath next to VineWood Video)

38: Bad

39: Earlene Rivenburg

40: Love Fist (the rock band from England who have been doing tours, gigs & concerts in America since 1985 - on GTA VC)

41: Daren Hohn

42: Professor Hitzman

43: Cody Nishimoto

44: Claude Maginot

45: Benita Render

46: OG Loc (Singer/Rapper & Songwriter from Grove St - on GTA SA)

47: Julianne Caranise

48: Anton Lemealiy

49: Lenare White

50: The Funktipus (DJ The Funktipus of Bounce FM - on GTA SA)

51: Fred Whitner (the voice of Freddy in "The Little Robert From Great Britian" - on

GTA V)

52: Lynda Marsh

53: Phil Davidson (the voice of Phil 2.0 in "The Little Robert From Great Britain" - on GTA V)

54: Tommy Smith (DJ Tommy "The Nightmare" Smith of K-DST - on GTA SA)

55: Cris Formage (founder of The Epsilon Program - on GTA SA, GTA V)

56: Sheldon Walker

57: Minnie Stapler

58: Lyndon Moore

59: Barry Wheatsheaf (the local politician who smokes weed - on GTA V)

** at the end of the street, walk across the road, going east on the map, to continue the tour **

** walk from "Tsunami - Power St & VineWood Blvd" to "Daily Globe On VineWood - Meteor St & VineWood Blvd" **

60: Jack Moore

61: P. Dough

62: Sally Sherman

63: Doug Richman

64: Gorge Kozielski

65: Roy Lowenstein

66: Maurice

67: Thor (Nordic Mythology - Thor Odinson is the supposed warrior that has the skills to wield the power of thunder and lightning using a special hammer called Mjolnir - see the film "Thor" by Walt Disney Pictures | MARVEL STUDIOS for more info about this myth - on DVD & Blu-Ray Disc - <http://thor.marvel.com/> -

www.thormovie.com | Walt Disney Pictures: www.waltdisneypictures.com | MARVEL STUDIOS: <http://marvel.com/movies>)

68: Mitch Dexter

69: Mike Riley (Weazel News Radio Correspondent - on GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC)

70: Little Bitchez

71: Philips Van Der Philip

72: Sebastian Kayden

73: Tony McTony (Singer/Rapper, Songwriter, Actor & Businessman - on GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC)

74: Philip Michaels (Host of x on WCTR - on GTA SA, GTA IV)

75: Sunshine Shine

76: Chip Hampton (plays as himself in "Meltdown" - on GTA V)

77: Tallulah

78: Marianne Blanc

79: Marshall Peters

80: Milton McIlroy (Actor of the film "Deep Inside", produced by Rocco Pelosi - on GTA V)

81: The Bares

82: Mark Fostenburg (Film Director - on GTA V)

83: Marvin Trill (his radio show "x" is on WCTR - West Coast Talk Radio - on GTA SA)

84: Madd Dogg (Singer/Rapper & Songwriter - on GTA SA)

** at the end of the street, walk across the road, going north on the map, to continue the tour **

** walk from "Jazz Deserts - Meteor St & VineWood Blvrd" to "The Von Crastenburg Hotel VINEWOOD - Power St & VineWood Blvrd" **

85: Derrick Thorton (Derrick "Big Bad" Thorton, Poker Champion on "The Las Venturas Poker Challenge" - on GTA IV)

86: Richard Burns (WCTR News Radio Corospondent - on GTA SA)

87: Etonel Cutthroat

88: Troy Burger

89: Mary Beth Maybell (DJ Mary Beth Maybell of K-Rose - on GTA SA)

90: Ryan MJ Allan

91: Trey Davis

92: Tyler Dixon (former Backing Dancer and ex-boyfriend of rich heiress Cloe Parker - GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC, GTA V)

93: Lazlow (as himself - DJ Lazlow Jones of Radio Lazlow in the real-World - he has been a DJ of Chatbox - on GTA III, GTA SA, GTA LCS, GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC, GTA V - www.radiolazlow.com)

94: Nina Garry

95: Sage (DJ Sage of Radio-X - on GTA SA)

96: The Time Ranger (this is obviously a reference to the hit BBC TV Show "Doctor Who" in the real-World - <http://bbc.com/doctorwho>)

97: Dale Jenkins (founder of The Alchemist Society - on GTA V)

98: Richards Majestic (the film studio, Richards Majestic Film Studios, is based at Backlot City in Los Santos - on GTA V)

99: The Brown Streak

100: The Gurning Chimps (a rock band from 1980's San Andreas - on GTA III, GTA VC, GTA SA, GTA VCS, GTA V)

101: The Craze (self-help Guru in Los Santos - on GTA V)

102: Scott Stephens

103: Michael Hunt (DJ Michael Hunt of Head Radio - on GTA III, GTA LCS)

104: John Bison

105: Guy Harrigan

106: Adam Rowney, JR. (obviously a mick-take on the real Actor, Robert Downey, JR.'s name)

107: Mallary Focht

108: Kelly Mease

109: Andrew Victoria

** at the end of the street, walk around the corner, going north on the map, walk 8 windows down the street til you come to the 2nd tree, cross the road and follow the black slabbed pathing heading south to continue the tour **

** walk from "Porn Crackers - Power St" to "VineWood Mall Gift Souvenir - Power St & VineWood Blvrd", then turn right to continue the tour **

110: Butch (on the tv show "Republican Space Rangers" - on GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC, GTA V)

111: Audrey Margaret

112: Terry Kim

113: Francis F. Morton

114: Miriam Turner (former Actress of Richards Majestic Film Studios - on GTA V)

115: Jane Arthur

116: Darius Fontaine (founder of FEAR IT, DO IT? which is basically a seminar about how to face your fears head on. appeared on Chatbox on WCTR - on GTA SA)

117: Nelson Altieri

118: Jay Williams III

119: Liza McKiernan

120: Tony Adventura

** at the end of the street, walk around the corner, going west on the map, to continue the tour **

** walk from "VineWood Mall Gift Souvenir - Power St & VineWood Blvrd" to "Pacific Standard Public Deposit Bank - Alta St & VineWood Blvrd" **

121: Francesco Mexi

122: Bill Anthony

123: Julia Winterbaum

124: Joe Thornton

125: Alain Martine

126: Nate Anderson

127: Ronaldo Young

128: G.A. Richman

129: Lacey Jonas (Actress/VineWood Starlet - on GTA V)

130: Betsy O'Neil

131: Pamela Drake (former Actress/VineWood Starlet - on GTA V)

132: Reni Wassulmaier (DJ Reni Wassulmaier of x on GTA SA. Film Director of Interglobal Films Studio in Vice City on GTA VCS. - on GTA SA, GTA VCS)

133: Bobby Blue (Singer of The Blues Brothers - on GTA IV TBOGT)

134: Maggie Spencer

135: Zoey

136: Judd Parker

137: Steve Scott (Film Director & Producer of Interglobal Films Studio in Vice City on GTA VC. - on GTA VC)

138: Solomon Richards (ceo of Richards Majestic Film Studios - son of David Richards)

139: Kleinman

140: Hugh Rasnick

141: Chris Cummings

142: Allie Valasquez

143: Amy Sheckenhause

144: Clinton Salsman

145: Jock Cranley (former school football jock turned state governor, elected San

Andreas state governor 3 years running - on GTA V)

146: Katy Meaux

147: Bobbie Ray (this is obviously a reference to Billy-Ray Cyrus' fictional name in the Disney Channel TV Series "Hannah Montana" since he goes by the name of Bobbie-Ray Stewart in that. His real-life daughter, Miley-Ray Cyrus, her role in the series is based on her life. She is a teen popstar who goes by the name Hannah Montana and her name in the series is Miley-Ray Stewart | more info: <http://disneychannel.com/hannahmontana>)

148: Connie Bruening

149: Julian Glockwell

150: Candy Suxxx (Glamour Model & Actress of Interglobal Films Studio - on GTA VC)

151: Clinton Aumick

152: Martha Term (Mother and Actress/VineWood Starlet who happens to be related to Joanie Term - on GTA V)

153: Ericka Van Der Borst

154: Fernando Gasset

155: Poppy Mitchell (Glamour Model of Prattle Magazine - on GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC, GTA V)

156: Impotent Rage (on the tv show "Impotent Rage" - on GTA V)

157: Leonora Johnson (former Actress/VineWood Starlet who was brutally murdered by film director Peter Dreyfuss - on GTA V)

158: Richard Bastion (DJ and Host of the news on and local talk show on WCTR - on GTA SA, GTA V)

159: Ogden Wilderpoon

160: Leslie Alrahamazitz

161: Kent Paul (Singer of The Gurning Chimps - on GTA VC, GTA SA)

162: Billy Dexter

163: Lyle Cleethorpes V (rich successful business man who owns large media empires in Liberty City, Vice City, Las Venturas, San Fierro and Los Santos - on GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC, GTA V)

164: Johnny Parkinson

165: Crow (Singer & Songwriter - on GTA VC, GTA SA, GTA VCS, GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC, GTA V)

166: Clip Lee

167: Al Di Napoli (Actor - on GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC, GTA V)

168: Wayne Tearson

169: Derrick Thackery (his radio show "x" is on WCTR - West Coast Talk Radio - on GTA SA)

170: Dwayne Thorne (Dwayne "Dangerous" Thorne, the famous Poker champion on Las Venturas Poker Challenge - on GTA IV, GTA V)

171: Jeremy St. Ives (presenter of the tv show "In The Men's Room" - on GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC)

172: Barry Andrews

173: Kliff Lane (DJ Kliff Lane of Lips 106 FM - on GTA III, GTA LCS)

174: Wallace Mastersie

175: Ace Jones

** at the end of the street, walk across the road, going west on the map, to continue the tour **

** walk from "Designer Slave - Alta St & VineWood Blvrd" to "Up 'N' Atom Burger Fast-Food Restaurant - Las Lagunas Blvrd & VineWood Blvrd" **

176: Kirk Stapleton

177: Christy Macintyre

178: Delancey Medua

179: Dutch London

180: Jill Von Crastenburg (Rich Heiress whos daddy is filthy rich. owner of alot of hotel chains and businesses. - on GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC, GTA V)

181: Beatrix Fontaine

182: Bruce Spade (Actor turned self-help guru. - on GTA IV TBOGT, GTA EFLC, GTA V)

183: Clay PG Jackson (Singer & Songwriter of Clay PG Jackson. Clay "The Pain Giver" Jackson - on GTA IV, GTA IV TLAD, GTA IV TBOGT, GTA EFLC)

184: Dirk

185: Emanuelle Pasorelli

186: Couzin Ed (DJ of V-Rock. as himself - on GTA VCS)

187: Peter Dreyfuss (Film Director & Producer of a lot of hit movies in VineWood - from recent letters formed from the discovery of lost insurance papers, Leonora Johnson was brutally murdered by Peter Dreyfuss - on GTA V)

188: Jack Howitzer (big film star in the 80's. star of his new tv series "Jack Howitzer". starred in all of his movies such as "Jack Howitzer in Special Needs Cop", "Jack Howitzer In Evacuator", "Jack Howitzer In Evacuator Part II" - on GTA VC, GTA SA, GTA VCS, GTA V)

189: Andee (DJ of Lips 106 - on GTA III, GTA LCS)

190: Jayne Labrador

191: Jezze Torrent (Singer & Songwriter of Love Fist - on GTA VC)

192: JJ Blackfinger, JR.

193: DJ Toni (DJ Toni of Flashback 98.6 - on GTA III, GTA LCS)

194: Horace Walsh

195: Sam Austin

196: Anton Beaudelaire (Actor who stars in the film "Meltdown", produced by Michael De Santa and formally produced by Rocco Pelosi - on GTA V)

** at the end of the street, walk across the road, going south on the map, to end up back where you began the tour **

** that's it, your tour is completely finished **

=====

sec:radio

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Radio

Here is the line up for the radio stations:

BLAINE COUNTY RADIO (sec:radio:blainecountyradio)

HOSTED BY: DJ add

- 1) Blaine County Radio Community Hour - HOSTED BY: Ronald "Ron" Jakowski
- 2) Beyond Insemination - HOSTED BY: Duane Earl
- 3) Bless Your Heart - HOSTED BY: Bobby June

WEST COAST TALK RADIO - WCTR (sec:radio:wctr)

HOSTED BY: DJ add

- 1) Chakra Attack - HOSTED BY: DJ Dr. Ray De Angelo Harris
- 2) The Fernando Show - HOSTED BY: DJ Fernando Frank X. "Fernando Frank Chavez" Chavez
- 3) Chattersphere - HOSTED BY: DJ Lazlow "Lazlow" Jones & DJ Karen "Michelle" Banks

RADIO LOS SANTOS (sec:radio:radiolossantos)

HOSTED BY: DJ Kendrick Lamar

- 1) I'm A Real 1 - YG
- 2) Life Of A Mack - 100s
- 3) Illuminate - Ab Soul ft. Kendrick Lamar
- 4) R-California - A\$AP Rocky ft. Aston Matthews & Joey Fatts
- 5) Hold Up - Marion Band\$ ft. Nipsey Hussle & 1500 Or Nothin'
- 6) Smoke And Ride - BJ The Chicago Kid ft. Freddie Gibbs & Problem
- 7) A.D.H.D. - Kendrick Lamar
- 8) Hood Gone Love It - Jay Rock ft. Kendrick Lamar
- 9) Ali Bomaye - The Game ft. 2Chainz & Rick Ross
- 10) Still Livin' - Freddie Gibbs
- 11) How It Was - Future
- 12) Say That Then - Problem ft. Glasses Malone
- 13) Slow Down - Clyde Carson ft. The Team
- 14) Too Hood - Gucci Mane ft. Ciara
- 15) Bassheads - Gangrene

SPACE 103.2 (sec:radio:space)

HOSTED BY: DJ Bootsy Collins

- 1) I'd Rather Be With You - Bootsy Collins
- 2) You're The One For Me - D-Train
- 3) Party All The Time - Eddie Murphy
- 4) I'm In Love (12" Version) - Evelyn Champagne King
- 5) Can't Hold Back (Your Lovin') - Kano
- 6) Tonight - Kleeer
- 7) Haboglabotribin' - Bernard Wright
- 8) Cutie Pie - One Way
- 9) Give It To Me Baby - Rick James
- 10) Funkasize You - Sho Nuff

- 11) Skeletons - Stevie Wonder
- 12) Heartbeat (Club Version) - Taana Gardner
- 13) Heartbreaker (Part 1 Of 2) - Zapp
- 14) Heartbreaker (Part 2 Of 2) - Zapp

WEST COAST CLASSICS (sec:radio:westcoastclassics)

HOSTED BY: DJ Quik

- 1) Ambitionz Az A Ridah - 2Pac
- 2) Late Night Hype - Compton's Most Wanted
- 3) Dollaz & Sense - DJ Quik
- 4) Still D.R.E. - Dr. Dre ft. Snoop Dogg
- 5) Played Like A Piano - King Tee
- 6) The Next Episode - Dr. Dre ft. Snoop Dogg
- 7) You Know How We Do It - Ice Cube
- 8) What You Wanna Do - Kausion
- 9) C-Walk - Kurupt
- 10) Nothin' But The Cavi Hit - Mack 10 & Tha Dogg Pound
- 11) Streiht Up Menace - MC Eiht
- 12) Appetite For Destruction - N.W.A.
- 13) Gangsta Gangsta - N.W.A.
- 14) What Would U Do - Tha Dogg Pound
- 15) Gin And Juice - Snoop Dogg
- 16) Mind Playin' Tricks On Me - The Geto Boys
- 17) So You Want To Be A Gangster - Too \$hort

REBEL RADIO (sec:radio:rebelradio)

HOSTED BY: DJ Waylon Jennings

- 1) Can't Hardly Stand It - Charlie Feathers
- 2) It Don't Hurt Anymore - Hank Thompson
- 3) Get Out Of My Car - Hasil Adkins
- 4) You Took All The Ramblin' Out Of Me - Jerry Reed
- 5) General Lee - Johnny Cash
- 6) It Won't Be Long (And I'll Be Hating You) - Johnny Paycheck
- 7) If You Wanna Get To Heaven - Ozark Mountain Daredevils
- 8) Are You Sure Hank Done It This Way - Waylon Jennings
- 9) I Ain't Living Long Like This - Waylon Jennings
- 10) Whiskey River - Willie Nelson
- 11) Convoy - C.W. McCall

LOS SANTOS ROCK RADIO (sec:radio:lossantosrockradio)

HOSTED BY: DJ Kenny Loggins

- 1) Lonely Is The Night - Billy Squier
- 2) HollyWood Nights - Bob Seger
- 3) Night Moves - Bob Seger
- 4) If You Leave Me Now - Chicago
- 5) Photograph - Def Leppard

- 6) Heartbeat - Don Johnson
- 7) Saturday Night's (Alright For Fighting) - Elton John
- 8) Dirty White Boy - Foreigner
- 9) Baker Street - Gerry Rafferty
- 10) Breakup Song (They Don't Write 'Em) - Greg Kihn Band
- 11) Too Late For Goodbyes - Julian Lennon
- 12) I'm Free (Heaven Helps The Man) - Kenny Loggins
- 13) I Don't Care Anymore - Phil Collins
- 14) Radio Ga Ga - Queen
- 15) Big Log - Robert Plant
- 16) All The Things She Said - Simple Minds
- 17) Ogden's Nut Gone Flake - Small Faces
- 18) Higher Love - Steve Winwood
- 19) I Can't Wait - Stevie Nicks
- 20) I Wouldn't Want To Be Like You - The Alan Parsons Project
- 21) What A Fool Believes - The Doobie Brothers
- 22) Rain - The Cult
- 23) Take The Money And Run - The Steve Miller Band

THE LOWDOWN 91.1 (sec:radio:thelowdown)

HOSTED BY: DJ add

- 1) Hercules - Aaron Neville
- 2) Do It ('Til You're Satisfied) - BT Express
- 3) Viva Tirado - El Chicano
- 4) I Get Lifted - George McCrae
- 5) California Soul - Marlena Shaw
- 6) Cruisin' - Smokey Robinson & The Miracles
- 7) Ready Or Not Here I Come (Can't Hide From Love) - The Delfonics
- 8) O-o-h Child - The Five Stairsteps
- 9) Ashley's Roachclip - The Soul Seachers
- 10) Rubber Band - The Trammps
- 11) Smiling Faces Sometimes - The Undisputed Truth
- 12) The Cisco Kid - War

THE BLUE ARK (sec:radio:theblueark)

HOSTED BY: DJ add

add

NON-STOP-POP FM (sec:radio:nonstoppopfm)

HOSTED BY: DJ add

add

EAST LOS FM (sec:radio:eastlosfm)

HOSTED BY: DJ add

add

WORLDWIDE FM (sec:radio:worldwidefm)

HOSTED BY: DJ add

add

CHANNEL X (sec:radio:channelx)

HOSTED BY: DJ add

add

RADIO MIRROR PARK (sec:radio:radiomirrorpark)

HOSTED BY: DJ add

add

VINEWOOD BOULEVARD RADIO (sec:radio:vinewoodboulevardradio)

HOSTED BY: DJ add

add

SOULWAX FM (sec:radio:soulwaxfm)

HOSTED BY: DJ add

add

FLYLO FM (sec:radio:flylofm)

HOSTED BY: DJ add

add

POLICE BAN (sec:radio:policeban)

HOSTED BY: Police Service Dispatch Switchboard

LOS SANTOS POLICE DEPARTMENT - LSPD (sec:radio:policeban:lspd)

add

SAN ANDREAS POLICE DEPARTMENT - SAPD (sec:radio:policeban:sapd)

add

NATIONAL OFFICE OF SECURITY ENFORCEMENT - NOOSE

(sec:radio:policeban:noose)

add

FEDERAL INVESTIGATION BUREAU - FIB (sec:radio:policeban:fib)

add

INTERNATIONAL AFFAIRS AGENCY - IAA (sec:radio:policeban:iaa)

add

GRAPSEED POLICE DEPARTMENT - GSPD (sec:radio:policeban:gspd)

add

PALETO BAY POLICE DEPARTMENT - PBPD (sec:radio:policeban:pbpd)

add

SANDY SHORES POLICE DEPARTMENT - SSPD (sec:radio:policeban:sspd)
add

SAN ANDREAS REPUBLIC COUNTY POLICE DEPARTMENT - SARPD
(sec:radio:policeban:sarpd)
add

NORTH YANKTON POLICE DEPARTMENT - NYPD (sec:radio:policeban:nypd)
add

FIRE BAN (sec:radio:fireban)
HOSTED BY: Fire Service Dispatch Switchboard
LOS SANTOS FIRE DEPARTMENT - LSFD (sec:radio:fireban:lsfd)
add

SAN ANDREAS FIRE DEPARTMENT - SAFD (sec:radio:fireban:safd)
add

GRAPESEED FIRE DEPARTMENT - GSFD (sec:radio:fireban:gsfd)
add

PALETO BAY FIRE DEPARTMENT - PBFD (sec:radio:fireban:pbfd)
add

SANDY SHORES FIRE DEPARTMENT - SSFD (sec:radio:fireban:ssfd)
add

SAN ANDREAS REPUBLIC COUNTY FIRE DEPARTMENT - SARFD
(sec:radio:fireban:sarfd)
add

NORTH YANKTON FIRE DEPARTMENT - NYFD (sec:radio:fireban:nyfd)
add

HEALTH BAN (sec:radio:healthban)
HOSTED BY: Health Service Dispatch Switchboard
LOS SANTOS HEALTH DEPARTMENT - LSHD (sec:radio:healthban:lskd)
add

SAN ANDREAS HEALTH DEPARTMENT - SAHD (sec:radio:healthban:sahd)
add

GRAPESEED HEALTH DEPARTMENT - GSHD (sec:radio:healthban:gshd)
add

PALETO BAY HEALTH DEPARTMENT - PBHD (sec:radio:healthban:pbhd)
add

SANDY SHORES HEALTH DEPARTMENT - SSHD (sec:radio:healthban:sshd)
add

SAN ANDREAS REPUBLIC COUNTY HEALTH DEPARTMENT - SARHD
(sec:radio:healthban:sarhd)
add

NORTH YANKTON HEALTH DEPARTMENT - NYHD (sec:radio:healthban:nyhd)
add

=====

sec:trdng

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Trading

CATEGORY: Trading - Challenges

EFFECT: Good Ending (<none>); Bad Ending (<none>)

STARTING POINT: PHONEBOOK > INTERNET.APP > www.lcn-exchange.com -OR-
www.bawsaq.com

FROM: Michael De Santa

VEHICLE: <none>

PAYMENT: \$INFINITE

ACHIEVEMENT: unlocked achievement (Trading Pure Alpha); unlocked gamerpoints
(xxgamerpoints)

divide: /

multiply/times-by: *

equals: =

addition/plus: +

subtraction/minus: -

percentage/percent: %

USD Dollar Bill Symbol: \$

To be good at trading, you'll need to be good at maths. First off, you'll need to know how to use a basic calculator.

Here is an example way of getting a percentage of something:

Let's say I have a low value of \$189.02 with a return percentage rate of 8.43% and the current price of the stock is 15.93.

The stock exchange, like the LCSE INDEX 100 or the BAWSAQ INDEX 100, will have the stock exchange rating of 100.

I would need to do this sum (shown below):

LOW VALUE: $189.02 / 100 * 8.43 = 15.934386$ (15.93) 8.43%
HIGH VALUE: $189.05 / 100 * 8.43 = 15.934386$ (15.93) 8.43%

CURRENT PROFIT (POSSIBLE HIGH RETURN PROFIT): $8.43 * 189.05 = 1593.6915$
(\$1593.69c)

CURRENT PROFIT (POSSIBLE LOW RETURN PROFIT): $8.43 * 189.02 = 1593.4386$
(\$1593.43c)

So, essentially, the low value stock numbers, like mine I picked from ARK was -189.05 will have a return percentage of 8.43% relevant to the stock that they sold in that past week, depending on how many they sell, my return percentage will always be at 8.43% either in the low (red) or the high (green). "Low value stocks will sell more since they will have rare value which in turn nets you more profits depending on the selling price of that current stock."
-quoted from the book "Stocked Up" by Warren Woodhouse
Read the book at: <http://warrenwoodhouse.webs.com/books/stockedup>

=====

sec:lsdwp

=====

Los Santos Department Of Water & Power

ABOUT US (sec:lsdwp:aboutus)

We have been providing the Los Santos County for over 100 years with natural power and clean fresh water.

Nowadays, we are providing you with better power thanks to technology. We are proud to be Americans and we are glad to serve you San Andreas, hopefully for another 100 years.

"Lighting Up A Better Tommorow"

website: www.sawaterandpower.com

email: enquiries@sawaterandpower.com

TERMS & CONDITIONS (sec:lsdwp:terms)

> Mines And Quarries Act 1954:

> General Duties And Conduct Regulations 1956:

> San Andreas Clean Air Act 2001: <http://warrenwoodhouse.webs.com/terms/sanandreascleanairact/#2001>

> San Andreas Water Consumption Act 2001: <http://warrenwoodhouse.webs.com/terms/sanandreaswaterconsumptionact/#2001>

> San Andreas Water Conservation Act 2001: <http://warrenwoodhouse.webs.com/terms/sanandreaswaterconservationact/#2001>

> San Andreas Power Consumption Act 2001: <http://warrenwoodhouse.webs.com/terms/sanandreaspowerconsumptionact/#2001>

> San Andreas Gas Consumption Act 2001: <http://warrenwoodhouse.webs.com/terms/sanandreasgasconsumptionact/#2001>

> San Andreas Wildlife Protection Act 2001: <http://warrenwoodhouse.webs.com/terms/sanandreaswildlifeProtectionact/#2001>

For more information on the Los Santos Department Of Water & Power regulations, please visit: <http://rockstargames.com/v/#?page=sawaterandpower&content=interactive0>

WHAT WE DO (sec:lsdwp:whatwedo)

We provide power, water, gas and clean living to the whole county.

MORE INFO >>>>: <http://sawaterandpower.com/page1>

WE POWER YOUR HOMES (sec:lsdwp:whatwedo:wepoweryourhomes)

Your office, your computer, tablet, Lifeinvader Tablet and smart phone.

We keep your lawn rich and green despite the fact that we live in a desert.

MORE INFO >>>>: <http://sawaterandpower.com/page1>

WE ARE LOS SANTOS WATER & POWER

(sec:lsdwp:whatwedo:wearelossantoswaterandpower)

Los Santos used to be the most polluted city in the World - a haze hung thick over the city.

Just breathing the smoggy air was like smoking a pack of cigarettes a day.

Thanks to the growth of cities in China, Los Santos no longer leads the world in filthy air.

We're proud of that.

MORE INFO >>>>: <http://sawaterandpower.com/page1>

WATER (sec:lsdwp:water)

At Los Santos Water & Power, we take H2O very seriously. Which is why we are working with

state and federal officials to build a pipeline from the Canadian lakes to bring that cool,

clear, refreshing water to the tap in your home. It's not a question of if, it's when. And if the Canadians dare to say no? Well, let's just say, they can't. This continent is called

North America. Not North Canada. Write to your Congressman and tell them that our state deserves

the water that is by rights, ours.

MORE INFO >>>>: <http://sawaterandpower.com/page2>

For more information, check out the Los Santos Reservoir section at sec:lossantosreservoir

CLEAN COAL (sec:lsdwp:cleancoal)

Where does the power that runs your air conditioner, spray tanning booth, wine refrigerator, or

rechargeable pleasure device come from? Not noisy, nature killing windmills. Not

awkward and ugly

solar panels. Both of those are made in China. Now, we get our power from right here in America.

It's Clean Coal.

MORE INFO >>>>: <http://sawaterandpower.com/page3>

For more information, check out the Davis Quarry section at [sec:davisquarry](#)

HOW IS CLEAN COAL DIFFERENT FROM DIRTY OLD COAL?

([sec:lsdwp:cleancoal:howiscleancoaldifferentfromdirtyoldcoal](#))

Firstly, the name Clean. That means it's clean, doesn't pollute our environment or contribute to

global warming. We've worked hard working towards high tech marketing solutions to the problem.

And that solution is Clean Coal.

MORE INFO >>>>: <http://sawaterandpower.com/page3>

For more information, check out the Davis Quarry section at [sec:davisquarry](#)

ISN'T COAL MINING DANGEROUS? ([sec:lsdwp:cleancoal:isntcoalminingdangerous](#))

Gone are the days when a brave and burly coal miner would kiss his wife at the door and head off to

work a mile underground, probably to die in a cave or of Black Lung Disease. Today, thanks to

technology, we no longer burrow into the mountain, we simply remove the top of the mountain by

blowing it up and revealing the black gold seams underneath.

MORE INFO >>>>: <http://sawaterandpower.com/page3>

For more information, check out the Davis Quarry section at [sec:davisquarry](#)

ISN'T THAT BAD FOR THE ENVIRONMENT?

([sec:lsdwp:cleancoal:isntthatbadfortheenvironment](#))

No, it's great for the environment - allowing the byproduct of the extraction process to fill up

messy rivers and valleys. Besides, it's very far from here, in the Appalachians, which doesn't

threaten our pristine environment.

MORE INFO >>>>: <http://sawaterandpower.com/page3>

For more information, check out the Davis Quarry section at [sec:davisquarry](#)

WINDMILLS ([sec:lsdwp:windmills](#))

Windmills are, according to some scientists, just a bunch of hot air and a leading reason that

several species of pigeon are endangered.

MORE INFO >>>>: <http://sawaterandpower.com/page4>

For more information, check out the RON Alternate Wind Farm section at [sec:ronalternatewindfarm](#)

STOP WINDMILLS CAMPAIGN COMMERCIAL

(sec:lsdwp:windmills:stopwindmillscampaigncommercial)

Watch our commercial below and join our campaign to stop windmills. Nature will thank you.

To watch this video, please visit: [http://rockstargames.com/v/#?](http://rockstargames.com/v/#?page=sawaterandpower&content=interactive0)

[page=sawaterandpower&content=interactive0](http://rockstargames.com/v/#?page=sawaterandpower&content=interactive0)

MORE INFO >>>>: <http://sawaterandpower.com/page4>

For more information, check out the RON Alternate Wind Farm section at [sec:ronalternatewindfarm](http://sawaterandpower.com/ronalternatewindfarm)

OFFICIAL WEBSITES (sec:lsdwp:officialwebsites)

LSDWP - Los Santos Department Of Water & Power (in-game):

www.sawaterandpower.com

LSDWP - Los Santos Department Of Water & Power (out-game): <http://rockstargames.com/v/#?page=sawaterandpower&content=interactive0> -AND- www.sawaterandpower.com

Los Santos City Council: <http://rockstargames.com/v/#?page=los-santos&content=interactive0>

Official Website: <http://rockstargames.com/v>

VEHICLES (sec:lsdwp:vehicles)

The vehicles we use are:

> Boxville (Limited Brute Design - Boxville - White with safety logos and the LSDS logo)

> add

> add

> add

> Oil Derrick (Limited Brute Design - Oil Derrick - Red)

> add

PLACES (sec:lsdwp:places)

Los Santos Department Of Water & Power - HQ: City Of Los Santos Power Station, 2 Elgin Ave, VineWood Hills, North Los Santos, Los Santos, Los Santos County, San Andreas, USA.

Los Santos Department Of Water & Power - Cypress Flats: City Of El Burro Heights Power Grid, 12753 Popular St, Cypress Flats, East Los Santos, Los Santos, Los Santos County, San Andreas, USA.

Los Santos Department Of Water & Power - Rancho: City Of Rancho Power Station, 49 Johnstown St, Rancho, South Los Santos, Los Santos, Los Santos County, San Andreas, USA.

Los Santos Department Of Water & Power - Banning: The Los Santos State Gas Company, 1 El Rancho Blvd, Banning, South Los Santos, Los Santos, Los Santos County, San Andreas, USA.

Los Santos Department Of Water & Power - Los Santos Reservoir: 1 Land Act Rsvr, Tataviam Mountains, Los Santos County, San Andreas, USA.

Los Santos Department Of Water & Power - Los Santos Reservoir Maintenance
Department: 1 Land Act Dm, Tataviam Mountains, Los Santos County, San Andreas,
USA.

Los Santos Department Of Water & Power - El Burro Heights: 1 Murrieta Oil Fld,
Murrieta Oil Field, El Burro Heights, Los Santos, Los Santos County, San Andreas,
USA.

Los Santos Department Of Water & Power - Port Of South Los Santos: The Los
Santos State Gas Company, x Signal St, Port Of South Los Santos, Los Santos,
Elysian Island, Los Santos County, San Andreas, USA.

Los Santos Department Of Water & Power - East Los Santos: City Of El Burro Heights
Power Grid, 12753 Popular St, Cypress Flats, East Los Santos, Los Santos, Los
Santos County, San Andreas, USA.

Los Santos Department Of Water & Power - North Los Santos: City Of Los Santos
Power Station, 2 Elgin Ave, VineWood Hills, North Los Santos, Los Santos, Los Santos
County, San Andreas, USA.

Los Santos Department Of Water & Power - West Los Santos: add
Los Santos Department Of Water & Power - South Los Santos: City Of Rancho Power
Station, 49 Johnstown St, Rancho, South Los Santos, Los Santos, Los Santos
County, San Andreas, USA.

Los Santos Department Of Water & Power - Lake VineWood: 1 VineWood Lk, Lake
VineWood, VineWood Hills, Los Santos, Los Santos County, San Andreas, USA.

Los Santos Department Of Water & Power - Los Santos River: 1 Los Santos Rvr,
Rancho, Los Santos, Los Santos County, San Andreas, USA.

Los Santos Department Of Water & Power - Los Santos River Maintenance Department:
x Carson Ave, Rancho, Los Santos County, San Andreas, USA.

Los Santos Department Of Water & Power - Los Santos Dam: 1 Land Act Dm,
Tataviam Mountains, Los Santos County, San Andreas, USA.

Los Santos Department Of Water & Power - Los Santos Dam Maintenance Department:
1 Land Act Dm, Tataviam Mountains, Los Santos County, San Andreas, USA.

Los Santos Department Of Water & Power - Land Act Dam: 1 Land Act Dm, Tataviam
Mountains, Los Santos County, San Andreas, USA.

Los Santos Department Of Water & Power - Land Act Dam Maintenance Department: 1
Land Act Dm, Tataviam Mountains, Los Santos County, San Andreas, USA.

=====
sec:sadwp

=====
San Andreas Department Of Water & Power

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We have been providing the San Andreas State for over 100 years with natural power
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> San Andreas Water Conservation Act 2001: <http://warrenwoodhouse.webs.com/terms/sanandreaswaterconservationact#2001>

> San Andreas Power Consumption Act 2001: <http://warrenwoodhouse.webs.com/terms/sanandreaspowerconsumptionact#2001>

> San Andreas Gas Consumption Act 2001: <http://warrenwoodhouse.webs.com/terms/sanandreasgasconsumptionact#2001>

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[page=sawaterandpower&content=interactive0](http://rockstargames.com/v/#?page=sawaterandpower&content=interactive0)

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Your office, your computer, tablet, Lifeinvader Tablet and smart phone.

We keep your lawn rich and green despite the fact that we live in a desert.

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cool,
clear, refreshing water to the tap in your home. It's not a question of if, it's when. And if the Canadians dare to say no? Well, let's just say, they can't. This continent is called

North America. Not North Canada. Write to your Congressman and tell them that our state deserves

the water that is by rights, ours.

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CLEAN COAL ([sec:sadwp:cleancoal](#))

Where does the power that runs your air conditioner, spray tanning booth, wine refrigerator, or

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solar panels. Both of those are made in China. Now, we get our power from right here in America.

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technology, we no longer burrow into the mountain, we simply remove the top of the mountain by

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WINDMILLS (<sec:sadwp:windmills>)

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MORE INFO >>>>: <http://sawaterandpower.com/page4>

For more information, check out the RON Alternate Wind Farm section at <sec:ronalternatewindfarm>

STOP WINDMILLS CAMPAIGN COMMERCIAL

(<sec:sadwp:windmills:stopwindmillscampaigncommercial>)

Watch our commercial below and join our campaign to stop windmills. Nature will thank you.

To watch this video, please visit: [http://rockstargames.com/v/#?](http://rockstargames.com/v/#?page=sawaterandpower&content=interactive0)

[page=sawaterandpower&content=interactive0](http://rockstargames.com/v/#?page=sawaterandpower&content=interactive0)

MORE INFO >>>>: <http://sawaterandpower.com/page4>

For more information, check out the RON Alternate Wind Farm section at <sec:ronalternatewindfarm>

OFFICIAL WEBSITES (<sec:sadwp:officialwebsites>)

SADWP - San Andreas Department Of Water & Power (in-game):

www.sawaterandpower.com

SADWP - San Andreas Department Of Water & Power (out-game): [http://](http://rockstargames.com/v/#?page=sawaterandpower&content=interactive0)

rockstargames.com/v/#?page=sawaterandpower&content=interactive0 -AND-

www.sawaterandpower.com

San Andreas State Council: [http://rockstargames.com/v/#?page=san-](http://rockstargames.com/v/#?page=san-andreas&content=interactive0)

[andreas&content=interactive0](http://rockstargames.com/v/#?page=san-andreas&content=interactive0)

Official Website: <http://rockstargames.com/v>

VEHICLES (<sec:sadwp:vehicles>)

The vehicles we use are:

> Boxville (Limited Brute Design - Boxville - White with safety logos and the LSDS logo)

> add

> add

> add

> Oil Derrick (Limited Brute Design - Oil Derrick - Red)

> add

PLACES (sec:sadwp:places)

San Andreas Department Of Water & Power - HQ: City Of Los Santos Power Station, 2 Elgin Ave, VineWood Hills, North Los Santos, Los Santos, Los Santos County, San Andreas, USA.

San Andreas Department Of Water & Power - Palomino Highlands: LSDWP Water Tower, 14, Palomino Highlands, Los Santos County, San Andreas, USA.

San Andreas Department Of Water & Power - Davis Quarry: add

San Andreas Department Of Water & Power - RON Alternate Wind Farm: add

San Andreas Department Of Water & Power - add: add

=====

sec:davisquartz

=====

Davis Quartz

add

=====

sec:people

=====

People

> Poppy Mitchell: Glamour Model/Super Model for Prattle Magazines. Aged 24. Date Of Birth (dd/mm/yyyy): 09/08/1988. Her boyfriend is aged 21.

=====

sec:lst

=====

Los Santos Transit

HOW TO GET AROUND (sec:lst:gettingaround)

Getting around Los Santos can be difficult, but buses (unavailable for this game), trains (available for this game) and subway trains (available for this game) are all easy to access.

Just hop on a train or subway train and you'll get around quickly without any worries. Buses are unavailable for Grand Theft Auto V.

BUYING A TICKET (sec:lst:buyingaticket)

Luckily for you, you don't have to buy a ticket in this game. There are booths showing you how to buy a ticket including ticket booths aswell available at all LST Subway Stations.

TERMS & CONDITIONS (sec:lst:termsandconditions)

> U.S. Highway Code of Conduct 1978: add

> San Andreas Public Transport Act 1998: <http://warrenwoodhouse.webs.com/terms/sanandreaspublictransportact#1998>

The San Andreas Department of Transportation (DOT) operates under the strict guidance of the U.S. Highway Code of Conduct 1978, an upstanding law which governs, polices, maintains and protects the roads for the wellbeing of the general public. The department is also governed by the San Andreas Public Transport Act 1998 which allows our general public to use our public transport system with ease and assistance to those who are elderly and for those who are tourists. We welcome you to the state of San Andreas and we also welcome you to Los Santos.

If you would like to find out more about our department, please visit: <http://rockstargames.com/v/#?page=lst&content=interactive0> (out-game)
More about the LST at: <http://rockstargames.com/v/#?page=lst&content=interactive0> (out-game)

BUSES (sec:lst:buses)
BLUE LINE (sec:lst:buses:blueline)
add

ORANGE LINE (sec:lst:buses:orangeline)
add

GREEN LINE (sec:lst:buses:greenline)
add

RED LINE (sec:lst:buses:redline)
add

TRAINS (sec:lst:trains)
PURPLE LINE (sec:lst:trains:purpleline)
add

SUBWAY (sec:lst:subway)
MAP REFERENCES (sec:lst:subway:map)
Red: LST Subway (underground)
Dark Red: LST Metro/LST Tramlink Metro/LST Dockslink Metro (overground)
Purple: San Andreas Main Line (overground)
White: Mt. Chiliad Air Line (overground)
{interchange}: Interchange Stations
{change}: Stations
{airplane}: Airport
{ferry}: Ferry Services
{air gondola/tramway}: Mt. Chiliad Air Line

GREEN LINE (sec:lst:subway:greenline)

Strawberry: is on Strawberry Ave underneath the Olympic Fwy. Northbound goes to Puerto Del Sol and Southbound goes to Pillbox North (CLOSED). This station is Above Ground
Puerto Del Sol:
Pillbox South:
Davis:

RED LINE (sec:lst:subway:redline)

Pillbox North (CLOSED): is on Elgin Ave. Northbound goes to Strawberry and Southbound goes to Burton. This station is currently closed due to construction. This station is Underground
Burton: is on ?. Northbound goes to Portola Drive and Southbound goes to Pillbox North (CLOSED). This station is Underground
Portola Drive:
Del Perro:
Little Seoul:
LSIA Parking:
LSIA Terminal 4:

NEAREST LANDMARKS & NEAREST STATIONS

(sec:lst:subway:nearestlandmarksandneareststations)

LANDMARKS	NEAREST STATIONS
Del Perro Pier	Del Perro
Rockford Hills	Portola Drive
Portola Drive Shopping Centre	Portola Drive
Los Santos Golf Club	Portola Drive
Lifeinvader HQ	Del Perro
The Richman Hotel	Del Perro
Del Perro Beach	Del Perro
Vespucci Beach	Del Perro, Puerto Del Sol
Richards Majestic Film Studios	Del Perro, Portola Drive
Maze Bank Of Los Santos - Del Perro	Del Perro
Del Perro City Hall	Del Perro
Higgins Tours	Puerto Del Sol
Puerto Del Sol Marina	Puerto Del Sol
Vespucci Canals	Puerto Del Sol
Decker Park	Little Seoul
Rockford Plaza	Burton
VineWood Walk Of Fame	Burton, Pillbox North (CLOSED)
VineWood Sign	Pillbox North (CLOSED)
VineWood Bowl	Pillbox North (CLOSED)
Lake VineWood	Portola Drive
Lake VineWood Estate	Portola Drive
VineWood Racetrack	Pillbox North (CLOSED)

Mirror Park	Pillbox North (CLOSED)
Maze Bank Of Los Santos - HQ Seoul	Pillbox South, Burton, Little Seoul
Los Santos Art Center	Little Seoul
Premium Deluxe Motorsport	Pillbox South, Strawberry
Los Santos Gun Club - Pillbox Hill	Pillbox South, Strawberry
Ammu-Nation - Pillbox Hill	Pillbox South, Strawberry
Davis Mega Mall	Davis
Herr Kutz - Davis	Davis
Grove Street	Davis
Maze Bank Arena	Davis
The Chinese Oriental Theatre	Burton, Pillbox North (CLOSED)
Legion Square	Strawberry, Pillbox North (CLOSED),
Pillbox South	
Los Santos International Airport - Multistorey Carpark	
LSIA Parking	
Los Santos International Airport - Terminal 1	
LSIA Parking, LSIA Terminal 4	
Los Santos International Airport - Terminal 2	
LSIA Parking, LSIA Terminal 4	
Los Santos International Airport - Terminal 3	
LSIA Terminal 4	
Los Santos International Airport - Terminal 4	
LSIA Terminal 4	
Los Santos International Airport - Airport Security	
LSIA Terminal 4	
Los Santos International Airport - Los Santos Flight School	
LSIA Terminal 4	
Los Santos International Airport	LSIA Terminal 4
Kortz Center	Del Perro
Vanilla Unicorn	Strawberry, Pillbox South
Davis City Hall	Strawberry, Davis
Davis City Courts	Strawberry, Davis
Los Santos Central Hospital	Strawberry, Davis
B.J. Smith Recreation Center	Davis
Limited Gas Station - Davis	Davis
Forum Drive	Davis
Hand-Wash Car Wash - Davis	Davis
Little Portola	Portola Drive
Weazel News - Los Santos HQ South	Puerto Del Sol, Little Seoul, Pillbox
Daily Globe - Los Santos HQ	Little Seoul, Pillbox South
The Gantry Manor Hotel	Portola Drive, Burton
Union Depository	Pillbox North (CLOSED), Burton
FIB - Federal Investigation Bureau	Pillbox North (CLOSED), Burton
IAA - International Affairs Agency	Pillbox North (CLOSED), Burton

Simmet Alley Shopping Centre	Pillbox North (CLOSED),
Strawberry, Mirror Park Railyard	
LSPD - Mission Row	Pillbox North (CLOSED), Strawberry,
Mirror Park Railyard	
Los Santos Medical Center	Pillbox North (CLOSED), Strawberry,
Mirror Park Railyard	
VineWood Star Tours	Burton
Mt. Chiliad - State Wilderness Forest Trail	Paleta Bay Forest (GONDOLA),
Paleta Bay Railyard	
Mt. Chiliad - Summit Of Mt. Chiliad	Mt. Chiliad Summit (GONDOLA)

=====

sec:veh

=====

Vehicles

VEHICLE LOCATION (sec:veh:loc)

- > Adder: is found in the parking space at x on Portola Dr in Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.
- > Squallo (Limited Dinka Design - Squallo - White and Red): add

CHARACTERS VEHICLES (sec:veh:chrctr)

- > Michael De Santa (1: CAR): Tailgater (Limited Obey Design - Tailgater - Black)
- > Michael De Santa (2: BOAT): Marquis (Limited Dinka Design - Marquis - White and Red outlines)
- > Trevor Philips (1: OFF-ROAD): Bodhi (Limited Canis Design - Bodhi - Garment Red)
- > Trevor Philips (2: ATV): x (Limited x Design - x - colour)
- > Franklin Clinton (1: CAR): Buffalo (Limited Bravado Design - Buffalo - White)
- > Franklin Clinton (2: MOTORBIKE): Bagger (Limited The Western Motorcycle Company Design - Bagger - Green)
- > Jimmy De Santa (1: SUV): x (Limited x Design - x - colour)
- > Jimmy De Santa (2: CAR): x (Limited x Design - x - colour)
- > Jimmy De Santa (3: BICYCLE): x (Limited x Design - x - colour)
- > Tracey De Santa (CAR): Issi (Limited Weeny Design - Issi - Yellow with a Shadow Silver stripe and Black softtop)
- > Amanda De Santa (CAR): x (Limited x Design - x - colour)
- > Cletus Ewing (VAN): x (Limited x Design - x - colour)
- > Poppy Mitchell (CAR): Cognoscenti Cabria (Limited Enus Design - Cognoscenti Cabria - Hot Pink)
- > Lazlow Jones (ELECTRIC CAR/HYBRID CAR): Dilatante (Limited Karin Design - Dilatante - Red)
- > Devin Weston (CAR): Tornado (Limited Declasse Design - Tornado - Black)
- > Molly Shultz (CAR): Cognoscenti Cabria (Limited Enus Design - Cognoscenti Cabria - Red)
- > Lenny Avery (CAR): x (Limited x Design - x - colour)
- > Dr. Isiah Friedlander (CAR): Comet (Limited Pfister Design - Comet - Red)

- > Floyd Herbert (VAN): Bison (Limited Bravado Design - Bison - Black Graphite)
- > Debra Herbert (CAR): x (Limited x Design - x - colour)
- > Peter Dreyfuss (CAR): x (Limited x Design - x - colour)
- > Solomon Richards (CAR): x (Limited x Design - x - colour)
- > Al Di Napoli (CAR): x (Limited x Design - x - colour)
- > Dave Norton (CAR): Oracle (Limited Ubermacht Design - Oracle - Galaxy Blue)
- > Edwood O'Neil (CAR): x (Limited x Design - x - colour)
- > Edwood O'Neil (VAN): x (Limited x Design - x - colour)
- > Cloe Parker (CAR): x (Limited x Design - x - colour)
- > Tyler Dixon (CAR): x (Limited x Design - x - colour)
- > The Craze (CAR): x (Limited x Design - x - colour)
- > Beverly ? (BIKE): x (Limited x Design - x - colour)
- > Beverly ? (CAR): x (Limited x Design - x - colour)
- > Mark Fostenburg (CAR): x (Limited x Design - x - colour)
- > Cris Formage (CAR): x (Limited x Design - x - colour)
- > Cris Formage (HELICOPTER): x (Limited x Design - x - colour)
- > Terry Thorpe (MOTORBIKE): x (Limited x Design - x - colour)
- > Clay Simmons (MOTORBIKE): x (Limited x Design - x - colour)
- > Johnny Klebitz (MOTORBIKE): Hexer (Limited The Western Motorcycle Company Design - Hexer - White With Blueish-Grey Stripes)
- > Jimmy Boston (CAR): F620 (Limited Ocelot Design - F620 - Baby Blue)
- > Jimmy Boston (AIRPLANE): Velum (Limited Birmingham Design - Velum - Baby Blue)
- > Marnie Allen (CAR): x (Limited x Design - x - colour)
- > Princess Georgina (CAR): x (Limited x Design - x - colour)
- > Omega (Spaceship Car) (CAR): Docker (Limited Sqave Design - Docker - Red with wooden panels and blue-light based equipment - Off-Road)
- > Josh Bernstein (CAR): x (Limited x Design - x - colour)
- > Clowns (CAR): x (Limited x Design - x - colour)
- > Repo 1 (CAR): x (Limited x Design - x - colour)
- > Repo 2 (CAR): 9F Calario (Limited Obey Design - 9F Calario - White)
- > Repo 3 (MOTORBIKE): x (Limited x Design - x - colour)
- > Repo 4 (SUV): x (Limited x Design - x - colour)
- > The Epsilon Program (CAR 1): x (Limited x Design - x - colour)
- > The Epsilon Program (CAR 2): x (Limited x Design - x - colour)
- > The Epsilon Program (CAR 3): x (Limited x Design - x - colour)
- > The Epsilon Program (SUV 1): x (Limited x Design - x - colour)
- > The Epsilon Program (SUV 2): x (Limited x Design - x - colour)
- > The Epsilon Program (SUV 3): x (Limited x Design - x - colour)
- > The Epsilon Program (HELICOPTER 1): x (Limited x Design - x - colour)
- > San Andreas Department Of Water & Power (SADWP): x (Limited x Design - x - colour)
- > San Andreas Department Of Sanitation (SADS): x (Limited x Design - x - colour)
- > Merryweather Security Consulting (SUV 1): x (Limited x Design - x - colour)
- > Merryweather Security Consulting (SUV 2): x (Limited x Design - x - colour)
- > Merryweather Security Consulting (SUV 3): x (Limited x Design - x - colour)

- > Merryweather Security Consulting (CAR 1): x (Limited x Design - x - colour)
- > Merryweather Security Consulting (CAR 2): x (Limited x Design - x - colour)
- > North Yankton Police Department - County Sherif Department (NYCPD) (CAR): x (Limited x Design - x - colour)
- > Los Santos Police Department - County Sherif Department (LSCPD) (CAR): x (Limited x Design - x - colour)
- > Los Santos Police Department - Patrol Division (LSPD) (CAR): x (Limited x Design - x - colour)
- > Los Santos Police Department - Intercept Division (LSPD) (CAR): x (Limited x Design - x - colour)
- > San Andreas Police Department - State Sherif Department (SAPD) (CAR): x (Limited x Design - x - colour)
- > National Office Of Security Enforcement - SWAT Division (NOOSE) (VAN): x (Limited x Design - x - colour)
- > Fort Zancudo Air Base - Patrol Division (FZAB) (TRUCK): x (Limited x Design - x - colour)
- > San Andreas Chapter Of The Lost Outlaw Motorcycle Gang (LOSTMC) (MOTORBIKE): x (Limited x Design - x - colour)
- > Los Santos Lifeguard - Beach Patrol Division (LSLG) (VAN): x (Limited x Design - x - colour)
- > Los Santos Lifeguard - Beach Patrol Division (LSLG) (OFF-ROAD/ATV): x (Limited x Design - x - colour)
- > Los Santos Lifeguard - Coast Guard (LSLG) (BOAT): x (Limited x Design - x - colour)
- > North Yankton Getaway Car (SUV): x (Limited x Design - x - colour)
- > Nigel Thornhill (CAR): x (Limited x Design - x - colour)
- > The Lost Outlaw Motorcycle Gang (MOTORBIKE): x (Limited x Design - x - colour)
- > The Lost Outlaw Motorcycle Gang (VAN): Gang Burrito (Limited Declassé Design - Gang Burrito - Black And Red With The Lost Logo)
- > Keyla (VAN): Bison (Limited Bravado Design - Bison - Metallic Graphite)
- > Packie McReary (CAR): Oracle (Limited Ubermacht Design - Oracle - Light Silver)
- > Michelle/Karen (CAR): Merit (Limited Declassé Design - Merit - Light Blue)
- > Martin Madrazo (CAR): Fusilade (Limited Schyster Design - Fusilade - Light Silver)
- > Hao (CAR): Penumbra (Limited Maibatsu Design - Penumbra - Orange)
- > Rocco Pelosi (CAR): Fugitive (Limited Chavel Design - Fugitive - Red)
- > Harvey Molina (CAR): Stainer (Limited Vapid Design - Stainer - Red)
- > Marylin (ELECTRIC CAR/HYBRID CAR): Dilatante (Limited Karin Design - Dilatante - Blue)
- > Chip Peterson (CAR): Zion Cabrio (Limited Ubermacht Design - Zion Cabrio - Sunset Red with Black Softtop)
- > Meltdown Limousine (LIMOUSINE): Stretch (Limited Dundreary Design - Stretch - Black)
- > Los Santos Department Of Sanitation (VAN): Boxville (Limited Brute Design - Boxville - White with safety logos and the LSDS logo)
- > Los Santos Department Of Water & Power (VAN): Boxville (Limited Brute Design - Boxville - White with safety logos and the LSDWP logo)

> San Andreas Department Of Water & Power (VAN): Boxville (Limited Brute Design - Boxville - White with safety logos and the SADWP logo)

OTHER VEHICLES (sec:vehicles:other)

- > Merryweather Security Consulting (BOAT): Submersible (Limited MTL Design - Submersible - Yellow)
- > Fort Zancudo Air Base (HELICOPTER): Cargobob (Limited MTL Design - Cargobob - Desert Camouflage x)
- > Gondola (AIR RAILLINE): Gondola (Limited Brute Design - Gondola - Light Blue and White)

CONSTRUCTION VEHICLES (sec:vehicles:construction)

- > STU Construction (CRANE): Gez (Limited Ubermacht Design - Gez - Yellow)
- > Bulldozer (BULLDOZER): Dozer (Limited HVY Design - Dozer - Yellow)
- > Dumptruck (DUMPTRUCK): Dump (Limited HVY Design - Dump - Yellow)

DOCK VEHICLES (sec:vehicles:docks)

- > add
- > add

POWER VEHICLES (sec:vehicles:power)

- > Los Santos Department Of Water & Power(OIL DERRICK): Oil Derrick (Limited Brute Design - Oil Derrick - Red)
- > San Andreas Department Of Water & Power (OIL DERRICK): Oil Derrick (Limited Brute Design - Oil Derrick - Red)

WATER VEHICLES (sec:vehicles:water)

- > Los Santos Department Of Water & Power (DAM): Dam (Limited The Department Of Water And Power Company Design - Dam - Grey)
- > San Andreas Department Of Water & Power (DAM): Dam (Limited The Department Of Water And Power Company Design - Dam - Grey)

ALBANY VEHICLES (sec:vehicles:albany)

- > Alpha (included in: GTA Online: The Business Update Special (DLC Pack) for Grand Theft Auto V)
- > Buccaneer
- > Cavalcade
- > Cavalcade FXT
- > Cavalcade (Classic)
- > Emperor
- > Esperanto (Unavailable)
- > Manana
- > Primo
- > Roosevelt (included in: GTA Online: The Valentine's Day Massacre Special Update (DLC Pack) for Grand Theft Auto V)
- > Stretch

- > Washington
- > DAVIS SHOWROOM: add

ANNIS VEHICLES (sec:vehicles:annis)

- > Elegy (included in: GTA Online: GTA Online (Included Pack) for Grand Theft Auto V)
- > Pinnacle (included in: GTA Online: GTA Online (Included Pack) for Grand Theft Auto V)
- > Elegy RH8 (included in: GTA Online: GTA Online (Included Pack) for Grand Theft Auto V)
- > CityScape (included in: GTA Online: GTA Online (Included Pack) for Grand Theft Auto V)

BENEFACTOR VEHICLES (sec:vehicles:benefactor)

- > Dubsta
- > Feltzer
- > Schafter
- > Schwartz
- > Serrano
- > Surano

BURGERFAHRZEUG/BF/CIVILIAN'S VEHICLE VEHICLES

(sec:vehicles:bürgerfahrzeug) (sec:vehicles:bf) (sec:vehicles:civiliansvehicle)

- > Injection
- > Bifta
- > Dune Buggy
- > Space Docker
- > Surfer

BOLLOKAN VEHICLES (sec:vehicles:bollokan)

- > Prairie

BRAVADO VEHICLES (sec:vehicles:bravado)

- > Banshee
- > Bison
- > Buffalo
- > Franklin Clinton's Buffalo (Special)
- > Gauntlet
- > Gresley
- > Paradise
- > Rat Loader
- > Rumpo
- > Tampa
- > Youga
- > Predator (Special)

BRUTE VEHICLES (sec:vehicles:brute)

- > Ambulance (Special)
- > Airport Service Bus
- > Boxville
- > Humane Labs & Research Boxville (Special)
- > Bus (Special)
- > Camper
- > Dashound (Special)
- > Police Stockade (Special)
- > Bobcat Security Stockade (Special)
- > Pony
- > Smoke On The Water Pony (Special)
- > Rental Shuttle Bus
- > Stockade (Special)
- > Securicar (Special)
- > Tour Bus (Special)
- > Taco Van
- > Subway (Special)
- > Trashmaster (Special)

BUCKINGHAM VEHICLES (sec:vehicles:buckingham)

- > Shamal
- > Luxor
- > Maverick
- > Air Ambulance Maverick (Special)
- > Police Maverick (Special)
- > Vestra (included in: GTA Online: The Dangerous Business Update Special (DLC Pack) for Grand Theft Auto V)

CANIS VEHICLES (sec:vehicles:canis)

- > Trevor Philips's Bodhi (Special)
- > Bodhi (included in: GTA Online: GTA Online (Included Pack) for Grand Theft Auto V) (can be claimed by a player during the GTA Online mission titled "Dirt Road" or purchased for \$25,000 from www.southernsanandreassuperautos.com while on GTA Online)
- > Crusader (Special)
- > Mesa
- > Mesa Grande
- > Seminole
- > Kalahari (included in: GTA Online: The Beach Bum Update Special (DLC Pack) for Grand Theft Auto V)

CHEVAL VEHICLES (sec:vehicles:cheval)

- > Fugitive
- > Picador
- > Surge

COIL VEHICLES (sec:vehicles:coil)

- > Voltic

DECLASSE VEHICLES (sec:vehicles:declassé)

- > Asea (Very Rare Car) (Special)
- > Abigail Mathers's Asea (Special) (can be claimed by killing her before she makes it to her car in the final mission of Solar Collection Dock)
- > Burrito
- > Los Santos Department Of Water & Power's Burrito (Special)
- > Bugstars Pest Control's Burrito (Special)
- > Granger
- > FIB Granger (Special)
- > Sheriff Granger (Special)
- > Lifeguard Granger (Special)
- > Park Ranger Granger (Special)
- > Gang Burrito (Special)
- > Police Transporter (Special)
- > Premier
- > Police Rancher (Special)
- > Rancher XL
- > Rancher
- > FIB Rancher (Special)
- > Sabre GT
- > Sabre Turbo
- > Tornado
- > Vigero
- > Voodoo

DEWBAUCHEE VEHICLES (sec:vehicles:dewbauchée)

- > Exemplar
- > JB 700 (Special)
- > Massacro (included in: GTA Online: The High Rise Update Special (DLC Pack) for Grand Theft Auto V)
- > Rapid GT

DINKA VEHICLES (sec:vehicles:dinka)

- > Akuma
- > Double-T
- > Blista Compact
- > Chavos
- > Hakumai
- > Jester (included in: GTA Online: The Business Update Special (DLC Pack) for Grand Theft Auto V)
- > Thrust (included in: GTA Online: The High Rise Update Special (DLC Pack) for Grand Theft Auto V)

DUNDREARY VEHICLES (sec:vehicles:dundreary)

- > Admiral
- > Landstalker
- > Regina
- > Virgo

EMPEROR VEHICLES (sec:vehicles:emperor)

- > Habanero
- > Lokus

ENUS VEHICLES (sec:vehicles:enus)

- > Cognoscenti
- > Cognoscenti Cabrio
- > Poppy Mitchell's Cognoscenti Cabrio (Special)
- > Super Diamond

FATHOM VEHICLES (sec:vehicles:fathom)

- > FQ2

GALLIVANTER VEHICLES (sec:vehicles:gallivanter)

- > Baller
- > Baller Sport

GROTTI/FEROCIOUS VEHICLES (sec:vehicles:grotti) (sec:vehicles:ferocious)

- > Cheetah
- > Carbonizzare
- > Stinger
- > Stinger GT (included in: GTA Online: GTA Online (Included Pack) for Grand Theft Auto V)
- > Tropic
- > Turismo R (included in: GTA Online: The Business Update Special (DLC Pack) for Grand Theft Auto V)

HIJAK VEHICLES (sec:vehicles:hijak)

- > Khamelion (only available by purchasing the Collector's Edition of Grand Theft Auto V)

HVY/DUDE VEHICLES (sec:vehicles:hvy) (sec:vehicles:dude)

- > Airtug
- > Barracks OL
- > Barracks Semi
- > Mixer
- > Cutter (Special)
- > Dozer
- > Dump
- > Dock Crane (Special)

- > Forklift
- > Ripley
- > Skylift (Special)

IMPONTE VEHICLES (sec:vehicles:imponte)

- > Phoenix
- > Ruiner

INVETERO VEHICLES (sec:vehicles:invetero)

- > Coquette

JOBUILT VEHICLES (sec:vehicles:jobuilt)

- > Hauler
- > Mammatus
- > P-996 Lazer (Special)
- > Phantom
- > Rubble
- > Velum (Special)

KARIN VEHICLES (sec:vehicles:karin)

- > Asterope
- > BeeJay XL
- > Jimmy De Santa's BeeJay XL (Special)
- > Dilettante
- > Lazlow's Dilettante (Special)
- > Futo
- > Intruder
- > Rebel
- > Security Car
- > Sultan
- > Sultan RS

LAMPADATI VEHICLES (sec:vehicles:lampadati)

- > Felon
- > Felon GT

LIBERTY CITY CHOPPERS VEHICLES (sec:vehicles:libertycitychoppers)

- > Freeway
- > Hexer
- > Johnny Klebitz's Hexer (Special)

MAIBATSU VEHICLES (sec:vehicles:maibatsu)

- > Penumbra
- > Sanchez
- > Frogger

MTL VEHICLES (sec:vehicles:mtl)

- > Fire Truck (Special)
- > Flatbed
- > Packer
- > Pounder

NAGASAKI/NAG VEHICLES (sec:vehicles:nagasaki) (sec:vehicles:nag)

- > Blazer
- > Blazer Lifeguard (Special)
- > Buzzard
- > Attack Buzzard (only available for purchase from www.warstock-cache-and-carry.com)
- > CarbonRS (only available in the Collector's Edition of Grand Theft Auto V)
- > Dinghy
- > Hotrod ATV (Special)

OBEY VEHICLES (sec:vehicles:obey)

- > 9F
- > 9F Cabrio
- > Rocoto
- > Tailgater
- > Michael De Santa's Tailgater (Special)

OCELOT/JUGULAR VEHICLES (sec:vehicles:ocelot) (sec:vehicles:jugular)

- > F620
- > Jackal

OVERFLOD VEHICLES (sec:vehicles:overflood)

- > Entity XF (only available for purchase from www.luxurymotorsport.net)

PEGASSI VEHICLES (sec:vehicles:pegassi)

- > Bati 801
- > Bati 801 RR
- > Infernus
- > Monroe
- > Vacca
- > Ruffian
- > Speeder
- > Zentorno (included in: GTA Online: The High Rise Update Special (DLC Pack) for Grand Theft Auto V)

PFISTER VEHICLES (sec:vehicles:pfister)

- > Comet
- > Lenny Avery's Comet (Special)
- > Faggio (only available in the 1.00-1.05 versions of Grand Theft Auto V - now moved to Principe after the 1.06 update)

PRINCIPE VEHICLES (sec:vehicles:principe)

- > Faggio (changed from Pfister after 1.06 update in Grand Theft Auto V)

PROLAPS VEHICLES (sec:vehicles:prolaps)

- > Caddy (Special)
- > Parachute (Special)

SCHYSTER VEHICLES (sec:vehicles:schyster)

- > Fusilade

SHITZU VEHICLES (sec:vehicles:shitzu)

- > PCJ 600
- > Jetmax
- > Squalo
- > Suntrap
- > Vader

SPEEDOPHILE VEHICLES (sec:vehicles:speedophile)

- > Seashark

STANLEY VEHICLES (sec:vehicles:stanley)

- > Fieldmaster
- > Tractor

TRUFFADE VEHICLES (sec:vehicles:truffade)

- > Addler
- > Z-Type

UBERMACHT VEHICLES (sec:vehicles:ubermacht)

- > Oracle
- > Dave Norton's Oracle (Special)
- > Sentinel
- > Sentinel XS
- > Zion
- > Zion Cabrio

VAPID VEHICLES (sec:vehicles:vapid)

- > Benson
- > Bobcat
- > Bullet GT
- > Clown Van (Special)
- > Contender
- > Dominator
- > Interceptor
- > Peyote

- > Police Prison Bus (Special)
- > Radius
- > Sadler
- > Sandking XL
- > Speedo
- > Lamar Davis's Speedo (Special)
- > Stanier
- > Steed
- > Police Cruiser (Special)
- > Police Stockade (Special)
- > Police Patrol (Special)
- > Taxi Car (Special)
- > Tow Truck (Special)
- > Yankee

WEENY VEHICLES (sec:vehicles:weeny)

- > Issi
- > Tracey De Santa's Issi (Special)

VULCAR VEHICLES (sec:vehicles:vulcar)

- > Ingot

WESTERN COMPANY VEHICLES (sec:vehicles:westerncompany)

- > Cuban 800
- > Duster
- > Mallard
- > Cargobob (Special)

THE WESTERN MOTORCYCLE COMPANY VEHICLES (sec:vehicles:thewesternmotorcyclecompany)

- > Bagger
- > Franklin Clinton's Bagger (Special)
- > Daemon

ZIRCONIUM VEHICLES (sec:vehicles:zirconium)

- > Journey
- > Stratum

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sec:tv

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TV

Some shows on TV will show at certain times of the day and on certain days.
Here is the list, shown below:

CNT (sec:tv:cnt)

xx:xx-xx:xx - Moorehead Rides Again (Season 2, Episode 2)

xx:xx-xx:xx - The Underbelly Of Paradise (Season 1, Episode 1)

xx:xx-xx:xx - Impotent Rage (Season 1, Episode 1)

WEAZEL NEWS NETWORK (sec:tv:weazel)

xx:xx-xx:xx - Kung Fu Rainbow Lazer Force (Season 1, Episode 1)

xx:xx-xx:xx - Princess Robot Bubblegum (Season 2, Episode 2)

xx:xx-xx:xx - Princess Robot Bubblegum (Season 2, Episode 4)

xx:xx-xx:xx - Fame Or Shame

xx:xx-xx:xx - Jack Howitzer (Season 1, Episode 1)

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sec:licenseplates

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License Plates

> Micheal De Santa (CAR): Tailgater (Limited Obey Design - Tailgater - Black): add

> Amanda De Santa (CAR): Sentinel (Limited Ubermacht Design - Sentinel - Red):
add

> Tracey De Santa (CAR): Issi (Limited Weeny Design - Issi - Yellow with a Shadow
Silver stripe and Black softtop): P3RSEUS

> Jimmy De Santa (SUV): BeeJay XL (Limited x Design - BeeJay XL - Yellow with
Chrome sideskirts): add

> Jimmy De Santa (CAR): Tailgater (Limited Obey Design - Tailgater - Black): add

> Martin Madrazo (CAR): x (Limited x Design - x - colour): 06GBG202

> Franklin Clinton (CAR): Buffalo (Limited Bravado Design - Buffalo - White): FC1988

> Franklin Clinton (MOTORBIKE): Bagger (Limited The Western Motorcycle Company
Design - Bagger - Green): FC88

> Josh Bernstein (CAR): x (Limited Lampadati Design - Felton GT - Lightish-Dark
Red and Black softtop): 09TNH638

> Omega (CAR): x (Limited x Design - x - colour): add

> Omega (TRAILER): x (Limited x Design - x - colour): OMEGA

> Ortega (TRAILER): x (Limited x Design - x - colour): ORTEGA

> The Epsilon Program (CAR): x (Limited x Design - x - colour): add

> The Epsilon Program (SUV): x (Limited x Design - x - colour): add

> Princess Georgina (SUV): x (Limited Canis Design - x - Black): add

> Poppy Mitchell (CAR): Cognoscenti Cabrio (Limited Enus Design - Cognoscenti
Cabrio - Pink): POPPYM15

> Lazlow Jones (ELECTRIC CAR/HYBRID CAR): Dilatante (Limited Karin Design -
Dilatante - Red): 48ACE031

> Devin Weston (CAR): Tornado (Limited Declasse Design - Tornado - Black):
MONIED

> Molly Shultz (CAR): Cognoscenti Cabrio (Limited Enus Design - Cognoscenti
Cabrio - Red): 08XWW170

> Lenny Avery (CAR): Comet (Limited Pfister Design - Comet - Lime Green): add

> Dr. Isiah Friedlander (CAR): Comet (Limited Pfister Design - Comet - Red): add
> Peter Dreyfuss (CAR): Landstalker (Limited Dundreary Design - Landstalker - Black): DR3YFU55
> Solomon Richards (CAR): x (Limited x Design - x - colour): add
> Al Di Napoli (CAR): x (Limited x Design - x - colour): add
> Edwood O'Neil (CAR): x (Limited x Design - x - colour): add
> Edwood O'Neil (VAN): x (Limited x Design - x - colour): add
> Cloe Parker (CAR): x (Limited x Design - x - colour): add
> Tyler Dixon (CAR): x (Limited x Design - x - colour): add
> The Craze (CAR): x (Limited x Design - x - colour): add
> Mark Fostenburg (CAR): x (Limited x Design - x - colour): add
> Cris Formage (CAR): x (Limited x Design - x - colour): add
> Terry Thorpe (MOTORBIKE): x (Limited x Design - x - colour): add
> Clay Simmons (MOTORBIKE): x (Limited x Design - x - colour): add
> Johnny Klebitz (MOTORBIKE): Hexer (Limited Liberty City Choppers Design - Hexer - White with Dark Blue stripes): add
> Jimmy Boston (CAR): F620 (Limited Ocelot Design - F620 - Baby Blue): 470HS353
> Jimmy Boston (AIRPLANE): Velum (Limited Birmingham Design - Velum - Baby Blue): N-LS894
> Marnie Allen (CAR): x (Limited x Design - x - colour): add
> Cletus Ewing (CAR): x (Limited x Design - x - colour): add
> North Yankton Police Department - County Sherif Department (CAR): Police Cruiser (Limited Vapid Design - Police Cruiser - White with NYPD Sherif logos and designs): add
> Merryweather Security Consulting (SUV): x (Limited x Design - x - colour): add
> North Yankton Getaway Car (SUV): x (Limited x Design - x - colour): add
> Nigel Thornhill (CAR): x (Limited x Design - x - colour): add
> Keyla (VAN): Bison (Limited Vapid Design - Bison - Black): PUSSYWAG
> Dave Norton (CAR): Oracle (Limited Ubermacht Design - Oracle - Galaxy Blue): 81TDS937
> Floyd Herbert (VAN): x (Limited x Design - x - colour): 82JQC974
> Debra Herbert (CAR): x (Limited x Design - x - colour): 82JQC974
> Hao (CAR): Penumbra (Limited Maibatsu Design - Penumbra - Orange): 63AIQ420
> Rocco Pelosi (CAR): Fugitive (Limited Chavel Design - Fugitive - Red): 09IJR545
> Harvey Molina (CAR): Stainer (Limited Vapid Design - Stainer - Red): 83QSL722
> Marylin (ELECTRIC CAR/HYBRID CAR): Dilatante (Limited Karin Design - Dilatante - Blue): 45HSE777
> Chip Peterson (CAR): Zion Cabrio (Limited Ubermacht Design - Zion Cabrio - Sunset Red and Black Softtop): 41WCB685
> Meltdown Limousine (LIMOUSINE): Stretch (Limited Dundreary Design - Stretch - Black): V1N3W88D
> Beverly ? (BIKE): x (Limited x Design - x - Red): add
> Beverly ? (CAR): x (Limited x Design - x - Red): P4P4R4Z0
> Poppy Mitchell's Boyfriend (CAR): Rapid GT (Limited Vapid Design - Rapid GT - Light Blue): add
> Warren "WarrenWoodhouse" Woodhouse (CAR): Blista Compact (Limited Dinka

Design - Blista Compact - Red): WARREN

> Karl "SuperSmith2500" Smith (CAR): x (Limited x Design - x - colour): add

> Jason "DJXB42CREWBOY" Beaman (CAR): x (Limited x Design - x - colour): add

> Spaceship Car (CAR): x (Limited x Design - x - Custom colours, logos and designs): <none>

> Lamar Davis (VAN): Speedo (Limited Vapid Design - Speedo - White): LAMAR G

> Chad Mulligan (CAR): Z-Type (Limited Truffade Design - Z-Type - Black):
47CFQ396

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sec:friends

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Friends

CATEGORY: Friends - Friends

PERCENTAGE COVERED: xx%

MICHAEL DE SANTA'S CONTACTS (sec:friends:michaeldesanta)

> Trevor Philips (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission ""

> Franklin Clinton (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission ""

> Amanda De Santa (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission "mis1"

> Tracey De Santa (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission "mis1"

> Jimmy De Santa (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission "mis1"

Franklin Clinton'S CONTACTS (sec:friends:franklinclinton)

> Trevor Philips (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission ""

> Michael De Santa (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission ""

> Jimmy De Santa (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission ""

TREVOR PHILIPS' CONTACTS (sec:friends:trevorphilips)

> Cletus Ewing (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission "sec:strngrsndfrks:misxx"

> Franklin Clinton (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission ""

> Floyd Hebert (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission ""

> Michael De Santa (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission ""

> Jimmy De Santa (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission ""

> Ron Jakowski (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission ""

> Tracey De Santa (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission ""

> Wade Hebert (call:) | call between: xx:xxam and xx:xxpm | becomes your friend after the mission ""

NOTE: Select your friend from the PHONEBOOK > CONTACTS.APP > NAME OF CONTACT > CALL. "Like" statistics never goes down now. Useful trick, ain't it?

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sec:apps

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Apps

IPHONE APPS (sec:apps:iphone)

Grand Theft Auto V - The Manual App: add

Grand Theft Auto V - iFruit App: add

Grand Theft Auto V - iFruit App - Chop The Dog Minigame: add

Grand Theft Auto V - iFruit App - Los Santos Customs Vehicle Editor, License Plate Editor & License Plate Register: add

Grand Theft Auto V - iFruit App - Snapmatic App: add

ANDROID APPS (sec:apps:android)

Grand Theft Auto V - The Manual App: add

Grand Theft Auto V - iFruit App: add

Grand Theft Auto V - iFruit App - Chop The Dog Minigame: add

Grand Theft Auto V - iFruit App - Los Santos Customs Vehicle Editor, License Plate Editor & License Plate Register: add

Grand Theft Auto V - iFruit App - Snapmatic App: add

WINDOWS PHONE APPS (sec:apps:windowsphone)

Grand Theft Auto V - The Manual App: add

Grand Theft Auto V - iFruit App: add

Grand Theft Auto V - iFruit App - Chop The Dog Minigame: add

Grand Theft Auto V - iFruit App - Los Santos Customs Vehicle Editor, License Plate Editor & License Plate Register: add

Grand Theft Auto V - iFruit App - Snapmatic App: add

FACEBOOK APPS (sec:apps:facebook)

Grand Theft Auto V - iFruit App - Chop The Dog Minigame: add

Grand Theft Auto V - iFruit App - Snapmatic App: add

PROLOGUE APPS (sec:apps:prologue)

Contacts App: <http://socialclub.rockstargames.com/games/v/contacts>
Phone Dialer App: <http://socialclub.rockstargames.com/games/v/phonedialer>
Settings App: <http://socialclub.rockstargames.com/games/v/settings>
Texts App: <http://socialclub.rockstargames.com/games/v/texts>
Emails App: <http://socialclub.rockstargames.com/games/v/emails>

IFRUIT APPS (sec:apps:ifruit)

Emails App: <http://socialclub.rockstargames.com/games/v/emails>
Texts App: <http://socialclub.rockstargames.com/games/v/texts>
Checklist App: <http://socialclub.rockstargames.com/games/v/checklist>
Quick Save App: <http://socialclub.rockstargames.com/games/v/quicksave>
Contacts App: <http://socialclub.rockstargames.com/games/v/contacts>
Settings App: <http://socialclub.rockstargames.com/games/v/settings>
Snapmatic App: <http://socialclub.rockstargames.com/games/v/snapmatic>
Internet App: <http://socialclub.rockstargames.com/games/v/internet>
Trackify App: <http://socialclub.rockstargames.com/games/v/trackify>

BADGER APPS (sec:apps:badger)

Emails App: <http://socialclub.rockstargames.com/games/v/emails>
Texts App: <http://socialclub.rockstargames.com/games/v/texts>
Checklist App: <http://socialclub.rockstargames.com/games/v/checklist>
Quick Save App: <http://socialclub.rockstargames.com/games/v/quicksave>
Contacts App: <http://socialclub.rockstargames.com/games/v/contacts>
Settings App: <http://socialclub.rockstargames.com/games/v/settings>
Snapmatic App: <http://socialclub.rockstargames.com/games/v/snapmatic>
Internet App: <http://socialclub.rockstargames.com/games/v/internet>
Trackify App: <http://socialclub.rockstargames.com/games/v/trackify>

FACADE APPS (sec:apps:facade)

Emails App: <http://socialclub.rockstargames.com/games/v/emails>
Texts App: <http://socialclub.rockstargames.com/games/v/texts>
Checklist App: <http://socialclub.rockstargames.com/games/v/checklist>
Quick Save App: <http://socialclub.rockstargames.com/games/v/quicksave>
Contacts App: <http://socialclub.rockstargames.com/games/v/contacts>
Settings App: <http://socialclub.rockstargames.com/games/v/settings>
Snapmatic App: <http://socialclub.rockstargames.com/games/v/snapmatic>
Internet App: <http://socialclub.rockstargames.com/games/v/internet>
Trackify App: <http://socialclub.rockstargames.com/games/v/trackify>

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sec:cheats

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Cheats

XBOX 360 CHEATS (sec:cheats:xbox360)

type this into your in-game play. Make sure you save

your game before you type these cheats in.

WANTED LEVEL CHEATS (sec:cheats:xbox360:wantedlevel)

Raise Wanted Level: RB, RB, B, RT, <, >, <, >, <, >

Lower Wanted Level: RB, RB, B, RT, >, <, >, <, >, <

TRAFFIC CHEATS (sec:cheats:xbox360:traffic)

Slidey Cars: Y, RB, RB, <, RB, LB, RT, LB

WEATHER CHEATS (sec:cheats:xbox360:weather)

Change Weather: RT, A, LB, LB, LT, LT, LT, X

VEHICLE CHEATS (sec:cheats:xbox360:vehicle)

Spawn Buzzard: B, B, LB, B, B, B, LB, LT, RB, Y, B, Y

Spawn BMX: <, <, >, >, <, >, X, B, Y, RB, RT

Spawn Caddy: B, LB, <, RB, LT, A, RB, LB, B, A

Spawn Comet: RB, B, RT, >, LB, LT, A, A, X, RB

Spawn Duster: >, <, RB, RB, RB, <, Y, Y, A, B, LB, LB

Spawn PCJ 600: RB, >, <, >, RT, <, >, X, >, LT, LB, LB

Spawn Rapid GT: RT, LB, B, >, LB, RB, >, <, B, RT

Spawn Sanchez: B, A, LB, B, B, LB, B, RB, RT, LT, LB, LB

Spawn Stretch Limo: RT, >, LT, <, <, RB, LB, B, >

Spawn Stunt Plane: B, >, LB, LT, <, RB, LB, LB, <, <, A, Y

Spawn Trashmaster: B, RB, B, RB, <, <, RB, LB, B, >

Spawn Parachute: <, >, LB, LT, RB, RT, RT, <, <, >, LB

WEAPON CHEATS (sec:cheats:xbox360:weapon)

Full Weapons: Y, RT, <, LB, A, >, Y, v, X, LB, LB, LB

Full Health & Armour: B, LB, Y, RT, A, X, B, >, X, LB, LB, LB

Bang Bang: >, X, A, <, RB, RT, <, >, >, LB, LB, LB

Flaming Bullets: LB, RB, X, RB, <, RT, RB, <, X, >, LB, LB

TIME CHEATS (sec:cheats:xbox360:time)

Drunk Mode: Y, >, >, <, >, X, B, <

CHARACTER CHEATS (sec:cheats:xbox360:character)

Slow Motion: Y, <, >, >, X, RT, RB

Slow Motion Aim: X, LT, RB, Y, <, X, LT, >, A

Explosive Melee Attacks: >, <, A, Y, RB, B, B, B, LT

Instant Skydiving: LB, LT, RB, RT, <, >, <, >, LB, LT, RB, RT, <, >, <, >

Invincibility (limited duration for 05:00 minutes approx.): >, A, >, <, >, RB, >, <, A, Y

Special Ability Recharge: A, A, X, RB, LB, A, >, <, A

Fast Run: Y, <, >, >, LT, LB, X

Fast Swim: <, <, LB, >, >, RT, <, LT, >

Skyfall: LB, LT, RB, RT, <, >, <, >, LB, LT, RB, RT, <, >, <, >

Super Jump: LT, LT, X, B, B, LT, X, X, <, >, A

Moon Gravity: <, <, LB, RB, LB, >, <, LB, <

for a full list of cheats, check it out at: <http://ign.com/wikis/gta-5/cheats>

for a full list of cheats, check it out at: <http://gtav.net/cheats>

NOTE: the cheats mentioned in this guide were exerted from GTA Networks's Grand Theft Auto V fansite "Cheats" page. These cheats are XBOX 360 version listed in this guide, however, on GTAV.NET, the cheats include XBOX 360 and PLAYSTATION 3 versions. This list of XBOX 360 cheats are at <http://gtav.net/cheats> - check it out!

NOTE: we are not liable for any damages as a result of using cheats. Rockstar Games, GTAV.NET, IGN.COM and all other websites and companies mentioned in this section of the guide are not responsible for the use of cheats. Cheats cause glitches and errors and, therefore, you are solely responsible for the use of cheats yourself. You have been warned!

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sec:hints

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Hints

> Trading: remember to buy low and sell high on the stock markets. purchase a stock with a low price and percentage at www.bawsaq.com and at www.lcn-exchange.com and then sell your stock at a high price to get large amount of money as a reward

> Strength: increase by doing melee attacks and by playing sports

> Stamina: increase by doing running, swimming and cycling

> Special: increase by driving against the flow of traffic, narrowly missing collisions and maintaining a high level of speed for long periods of time

> Lung Capacity: increase by doing dives and swimming underwater

> Driving: increase by doing wheelies and landing squarely out of big jumps

> Stealth: increase by remaining undetected in stealth mode and doing silent takedowns

> Shooting: increase by doing headshots, shooting range challenges and landing hits on enemies

> Flying: increase by keeping the plane under control during sustained flights and by doing flight school challenges

> All Weapon Upgrades Free: while a mission is active, go to the gun shop, and buy all of the upgrades for every available weapon and some grenade. Once you have obtained all of the upgrades, leave the gun shop, and use one of the grenades to kill yourself. This will cause the mission to fail, and you will start the mission over. When the mission restarts, you will have all of your money back from the purchases in the gun shop. Go back to the gun store, and all the weapon upgrades will still have a checkmark. Repeat this process when new weapons become available

> Pratifalling: to fall on your butt, press X to jump, and while you are in mid-air, press B

> Easy Money: the quickest and easiest way to earn money in GTA V is either by doing the main story missions or by dropping passengers off while you drive a taxi.

You can call for a taxi by dialing 323-555-5555 on the phone dialer in the CONTACTS app or you can select DOWNTOWN CAB CO from your contacts on the CONTACTS app. Once the taxi arrives, hold down Y to enter as a driver for the taxi or press Y to enter as a passenger. Depending on how quick and safe you are at dropping your passengers off is all you need to remember, since they will give you a big tip if you drop them off with no damage to your taxi. Careful though, some customers will not pay for your service and you can either chose to ignore them or kill them

EASY "OUT OF YOUR DEPTH" ACHIEVEMENT (sec:hints:outofyourdepth)

CATEGORY: Out Of Your Depth - Challenges

VEHICLE: any small boat will do - examples: Dinghy, Tropic, Seashark, Squallo V

PAYMENT: \$-100.00 (for the health bill at the hospital - charges may vary)

ACHIEVEMENT: unlocked achievement (Out Of Your Depth); unlocked gamerpoints (5gamerpoints)

Sharks spawn randomly in deep water. Go out into the ocean with a boat or jet ski, and watch the mini-map until it turns completely dark blue. Keep driving around until you see a red dot on the radar, which indicates a shark. Then, jump into the water, and wait until it kills you. It may take some time if the shark does not see you right away. Once you have been killed by the shark, you will get the "Out Of Your Depth" achievement.

It's also titled as "Out Of Your Depth" trophy on the PlayStation 3.

> Jesus is on Del Perro Pier. you'll find him on the road ramp that enters at the carpark on the pier itself.

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sec:maps

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Maps

These maps can be viewed by using the INTERNET app on your phone or by using the Internet at any given laptop or computer throughout the game. These maps show you where some of the secret locations are.

NOTE: open up the PHONEBOOK > INTERNET.APP > {select "address bar" - then type in the website (shown below) minus the http:// and the / tags - search for the pages on the sites}
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> Unique Stunt Jumps Map (use your skills as a driver to take on these heavily-skilled challenges): <http://junkenergydrink.com/page5>

> Under The Bridge Map (once you unlock or purchase an aircraft or helicopter, you can then use it to do these challenges): <http://junkenergydrink.com/page5>

> Base Jumps Map (parachute available and unlocked during a certain point in the game): <http://junkenergydrink.com/page5>

> Triathlons Map (you can take part in sports competitions): <http://egochaserenergybar.com/triathlons>

> Real Estate Map (you can use this map to seek out the "for sale" signs that Josh Bernstein wants you to rid of): <http://lennyavery-reality.com/los-santos>

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sec:places

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Places

PEOPLE (sec:places:people)

Bertoit's House: Bertoit Beach House, 1373 Great Ocean Hwy, Del Perro Beach, Los Santos, Los Santos County, San Andreas, USA.

Keyla's House: 4 Fudge Ln (off of El Burro Blvd), El Burro Heights, East Los Santos, Los Santos, Los Santos County, San Andreas, USA.

Michael De Santa's House: 1 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

Amanda De Santa's House: 1 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

Tracey De Santa's House: 1 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

Jimmy De Santa's House: 1 Portola Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

Lester Crest's House: 6 Amarillo Vsta, El Burro Heights, Los Santos, Los Santos County, San Andreas, USA.

Franklin Clinton's House - Strawberry: 4 Forum Dr, Strawberry, Los Santos, Los Santos County, San Andreas, USA.

Franklin Clinton's House - VineWood Hills: 3671 Whispymound Dr, VineWood Hills, Los Santos, Los Santos County, San Andreas, USA.

Denise Collins's House: 4 Forum Dr, Strawberry, Los Santos, Los Santos County, San Andreas, USA.

Devin Weston's House: 1 Buen Vino Rd, Tongva Hills, San Andreas Republic, Blaine County, San Andreas, USA.

Lamar Davis's House: 1 Forum Dr, Strawberry, Los Santos, Los Santos County, San Andreas, USA.

Dr. Isiah Friedlander's House: 1371 Great Ocean Hwy, Del Perro Beach, Del Perro, Los Santos, Los Santos County, San Andreas, USA.

Mark Fostenburg's House: 2844 Picture Perfect Dr, VineWood Hills, West VineWood, Los Santos, Los Santos County, San Andreas, USA.

The Craze's House: 2839 Picture Perfect Dr, VineWood Hills, West VineWood, Los Santos, Los Santos County, San Andreas, USA.

Martha Term's House: add

Joanie Term's House: add

Alexander Dreyfuss's House: 2107 Hangman Ave, VineWood Hills, West VineWood, Los Santos, Los Santos County, San Andreas, USA.

Trevor Philips's House: 31 Zancudo Ave, Sandy Shores, Blaine County, San Andreas,

USA.

Ashley Butler's House: 6 Calafia Rd, Stab City, San Andreas Republic, Blaine County, San Andreas, USA.

Johnny Klebitz's House: 5 Calafia Rd, Stab City, San Andreas Republic, Blaine County, San Andreas, USA.

Terry Thorpe's House: 7 Calafia Rd, Stab City, San Andreas Republic, Blaine County, San Andreas, USA.

Clay Simmons's House: 8 Calafia Rd, Stab City, San Andreas Republic, Blaine County, San Andreas, USA.

Kyle Chavis's House: 1 Hillcrest Ridge Access Rd, VineWood Hills, Los Santos, Los Santos County, San Andreas, USA.

Martin Madrazo's House: Rancho La Fuente Blanca, 1 Senora Rd, Tataviam Mountains, Los Santos County, San Andreas, USA.

Patricia Madrazo's House: Rancho La Fuente Blanca, 1 Senora Rd, Tataviam Mountains, Los Santos County, San Andreas, USA.

Lenny Avery's House: add

Josh Bernstein's House: 7 W Eclipse Blvd, GWC & Golfing Society, West VineWood, Los Santos, Los Santos County, San Andreas, USA.

Nikki's House: 3 Covenant Ave, Davis, Los Santos, Los Santos County, San Andreas, USA.

Cheetah's House: add

Infernus's House: add

Chastity's House: add

Sapphire's House: Apt 10, Flr 2, The Royale Apartments, 1051 Spanish Ave, West VineWood, Los Santos, Los Santos County, San Andreas, USA.

Harold "Stretch" Joseph's House: 22 Grove St, Davis, Los Santos, Los Santos County, San Andreas, USA.

Ronald "Ron" Jakowski's House: 30 Zancudo Ave, Sandy Shores, Blaine County, San Andreas, USA.

Wade Herbert's House: 29 Algonquin Blvd, Sandy Shores, Blaine County, San Andreas, USA.

Floyd Herbert's House: x Goma St, Vespucci, Los Santos, Los Santos County, San Andreas, USA.

Marylin's House: Apt 4, Flr 1, 924 Las Lagunas Blvd, West VineWood, Los Santos, Los Santos County, San Andreas, USA.

Harvey Molina's House: Apt 3, Flr 1, 924 Las Lagunas Blvd, West VineWood, Los Santos, Los Santos County, San Andreas, USA.

Castro Lagano's House: 3587 Didion Dr, VineWood Hills, Los Santos, Los Santos County, San Andreas, USA.

Maude's House: between East Joshua Rd & Rt 13, Grapeseed, San Andreas Republic, Blaine County, San Andreas, USA.

Cletus Ewing's House: add

Mrs. Glebert's House: add

Bill Henderson's House: add

Taliana Martinez's House: between Cholla Springs Ave & Marina Dr & Avandillo Ave & Mountain View Dr, Sandy Shores, San Andreas Republic, Blaine County, San Andreas,

USA.
O'Neil's House: O'Neil Farm, 1 O'Neil Wy, Grapeseed, Blaine County, San Andreas, USA.
Betsy O'Neil's House: O'Neil Farm, 1 O'Neil Wy, Grapeseed, Blaine County, San Andreas, USA.
Feru's House: add
Tanisha "Tanisha Marks" Jackson's House: add
Natalia's House: 1 Hillcrest Ridge Access Rd, VineWood Hills, Los Santos, Los Santos County, San Andreas, USA.
J.B.'s House: add
Eliza "Liz"'s House: add
Fufu's House: add
Juliet's House: add
Ursula's House: add
Tyler Dixon's House: add
Miriam Turner's House: add
Poppy Mitchell's House: add
Leonora Johnson's House: add
Al Di Napoli's House: add
Ace Jones's House: add
Clay "PG (The Paingiver)" Jackson's House: add
DJ Lazlow "Lazlow" Jones's House: add
Miranda Cowan's House: add
Samantha Muldoon's House: add
Marnie Allen's House: add
Jimmy Boston's House: add
Molly Shultz's House: add
Fabien Larouche's House: add
Ortega's House: x Zancudo Rvr, Rt 68 Apprch, Great Chaparral, Blaine County, San Andreas, USA.
Omega's House: Omega's Trailer, 10 Trailer Prkwy, Trailer Park, off of Senora Wy, RON Alternates Wind Farm, Tataviam Mountains, Los Santos County, San Andreas, USA.

MUSEUMS (sec:places:museums)

Galileo Observatory: 1 Galileo Pk, VineWood Hills, Los Santos, Los Santos County, San Andreas, USA.

CLOTHING STORES (sec:places:clothing)

SubUrban - Hawick: x Hawick Ave, Hawick, Los Santos, Los Santos County, San Andreas, USA.
Ammu-Nation - Los Santos Gun Club - Pillbox Hill: 13 Adams Apple Blvrd, Pillbox Hill, Los Santos, Los Santos County, San Andreas, USA.
Vespucci Movie Masks: 50 Vespucci Sidewalk Mrkt, Vespucci Beach, Vespucci, Los Santos, Los Santos County, San Andreas, USA.

GUN STORES (sec:places:gunstores)

Ammu-Nation - Los Santos Gun Club - Pillbox Hill: 13 Adams Apple Blvd, Pillbox Hill, Los Santos, Los Santos County, San Andreas, USA.

SHOOTING RANGES (sec:places:shootingranges)

Ammu-Nation - Los Santos Gun Club - Pillbox Hill: 13 Adams Apple Blvd, Pillbox Hill, Los Santos, Los Santos County, San Andreas, USA.

DARTS (sec:places:darts)

The Yellow Jack Inn: 1 Panorama Dr, Grand Senora Desert, Blaine County, San Andreas, USA.

MEDIA (sec:places:media)

The Daily Globe - Los Santos HQ: add

Weazel News - HQ: add

Los Santos Meteror - HQ: add

Lifeinvader - HQ - Main Entrance: The Lifeinvader Building, x Del Perro Blvd, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

Lifeinvader - HQ - Rear Entrance: The Lifeinvader Building, x Dorset Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

Solomon Richards Office: Flr 3, Sam Austin Memorial Building, Richards Majestic Film Studios, 1 Industry Psg, Richards Majestic, Backlot City, Los Santos, Los Santos County, San Andreas, USA.

Sam Austin Memorial Building: Richards Majestic Film Studios, 1 Industry Psg, Richards Majestic, Backlot City, Los Santos, Los Santos County, San Andreas, USA.

CINEMAS (sec:places:cinemas)

add

LOS SANTOS FIRE DEPARTMENTS (sec:places:lossantosfiredepartments)

Los Santos Fire Department - Mission Row Fire Brigade: add

LOS SANTOS MEDICAL DEPARTMENTS (sec:places:lossantosmedicaldepartments)

Los Santos Medical Department - Mission Row Medical Center: add

LOS SANTOS POLICE DEPARTMENTS (sec:places:lossantospolicedepartments)

Los Santos Police Department - Mission Row Precinct: 4 Sinner St, Mission Row, Los Santos, Los Santos County, San Andreas, USA.

SAN ANDREAS FIRE DEPARTMENTS (sec:places:sanandreasfiredepartments)

San Andreas Fire Department - Mission Row Fire Brigade: add

SAN ANDREAS MEDICAL DEPARTMENTS

(sec:places:sanandreasmedicaldepartments)

San Andreas Medical Department - Mission Row Medical Center: add

SAN ANDREAS POLICE DEPARTMENTS (sec:places:sanandreaspolicedepartments)
San Andreas Police Department - Mission Row Precinct: 4 Sinner St, Mission Row,
Los Santos, Los Santos County, San Andreas, USA.

SAN ANDREAS DEPARTMENT OF MOTOR VEHICLES
(sec:places:departmentofmotorvehicles)
add

SAN ANDREAS DEPARTMENT OF HIGHWAY MAINTENANCES
(sec:places:departmentofhighwaymaintenances)
add

SAN ANDREAS DEPARTMENT OF SANITATIONS
(sec:places:departmentofsanitations)
add

LAW ENFORCEMENT AGENCIES (sec:places:lawenforcementagencies)
Federal Investation Bureau: The FIB Building, 30 Upper Power St, Downtown, Los
Santos, Los Santos County, San Andreas, USA.
International Affairs Agency: The IAA Building, 31 Upper Power St, Downtown, Los
Santos, Los Santos County, San Andreas, USA.
National Office Of Security Enforcement - Cyber Division: add

RESTAURANTS (sec:places:restaurants)
add

CAFES (sec:places:cafes)
Rusty Brown's Ring Donuts Cafe: 2 Agencies Plz, 31 Upper Power St, Downtown, Los
Santos, Los Santos County, San Andreas, USA.
Dune-O's Beach Cafe: 65 Del Perro Beach Sidewlk, Del Perro Beach, Del Perro, Los
Santos, Los Santos County, San Andreas, USA.

INTERSTATES (sec:places:interstates)
Interstate 5: I5, La Puerta Fwy, add
Interstate 2: I2, Del Perro Fwy, add
Interstate 4: I4, Olympic Fwy, add
Interstate 1: I1, Los Santos Fwy, add

FREEWAYS (sec:places:freeways)
Freeway 20: Rt20, Elysian Fields Fwy, add
Freeway 13: Rt13, Senora Fwy, add
Freeway 1: Rt1, Great Ocean Hwy, add
Freeway 11: Rt11, Tongva Dr, add
add

HIGHWAYS (sec:places:highways)

add

ROUTES (sec:places:routes)

add

BIKE RENTAL STORES (sec:places:bikerentalstores)

Mr. Spoke Bike Rental: x Bay City Ave, Vespucci Beach, Vespucci, Los Santos, Los Santos County, San Andreas, USA.

VEHICLE RENTAL STORES (sec:places:vehiclerentalstores)

add

PIERS (sec:places:piers)

Del Perro Pier: 1 Del Perro Pr, Del Perro Pier, Del Perro Beach, Del Perro, Los Santos, Los Santos County, San Andreas, USA.

BARS (sec:places:bars)

The Yellow Jack Inn: 1 Panorama Dr, Grand Senora Desert, Blaine County, San Andreas, USA.

CLUBS (sec:places:clubs)

add

STRIP CLUBS (sec:places:stripclubs)

add

COUNTRY CLUBS (sec:places:countryclubs)

add

GOLF COURSES (sec:places:golfcourses)

add

THERAPISTS (sec:places:therapists)

Dr. Isiah Friedlander: add

STADIUMS (sec:places:stadiums)

VineWood Bowl: add

Maze Bank Arena: add

VineWood Race Track: add

PARKS (sec:places:parks)

Cottage Park: 1 Dunstable Dr, Rockford Hills, Los Santos, Los Santos County, San Andreas, USA.

BEACHES (sec:plcs:bches)

Del Perro Beach: add

Vespucci Beach: add

CAR DEALERSHIPS (sec:plcs:crdlrshps)

Vapid - Downtown Los Santos: 10 Adams Apple Blvrd, Pillbox Hill, Los Santos, Los Santos County, San Andreas, USA.

Premium Deluxe Motorsport: 14 Adams Apple Blvrd, Pillbox Hill, Los Santos, Los Santos County, San Andreas, USA.

BOAT DEALERSHIPS (sec:plcs:botdlrshps)

add

VAN DEALERSHIPS (sec:plcs:vandlrshps)

Vapid - Downtown Los Santos: 10 Adams Apple Blvrd, Pillbox Hill, Los Santos, Los Santos County, San Andreas, USA.

RECREATIONAL CENTERS (sec:plcs:rcretnlcntrs)

B.J. Smith Recreation Center & Park: 1 Carson Ave, Chamberlain Hills, Davis, Los Santos, Los Santos County, San Andreas, USA.

BANKS (sec:plcs:bnks)

Blaine County Savings Bank: add

Maze Bank Of Los Santos - HQ: add

Maze Bank Of Los Santos - add: add

Fleeca - add: add

Fleeca - add: add

Ludendorff Bank: 2 Ludendorff Wy, 3 Cavalry Blvrd, Ludendorff, North Yankton, North Yankton County, Yankton, USA.

Union Depository: add

Pacific Standard: add

BUS DEPOTS (sec:plcs:bsdpts)

Dashound Bus Depot: 2 Swiss St, Mission Row, Pillbox Hill, Los Santos, Los Santos County, San Andreas, USA.

Los Santos Transit Bus Depot: 2 Swiss St, Mission Row, Pillbox Hill, Los Santos, Los Santos County, San Andreas, USA.

RAIL YARDS (sec:plcs:rlyrds)

Mirror Railyard: 1 Swiss St, Mission Row, Pillbox Hill, Los Santos, Los Santos County, San Andreas, USA.

ALLEYWAYS (sec:plcs:alywys)

OG D - Alleyway: 11 Clinton Ave, Downtown VineWood, VineWood, Los Santos, Los Santos County, San Andreas, USA.

LIQUOR STORES (sec:plcs:lqurstrs)

Rob's Liquor - Great Ocean Highway: x Great Ocean Hwy, Chumash, San Andreas

Republic County, San Andreas, USA.

Rob's Liquor - Vespucci Canals: add

Rob's Liquor - Morningwood: x Morningwood Blvd, Morningwood, Los Santos, Los Santos County, San Andreas, USA.

SUPERMARKETS (sec:plcs:sprmrkts)

24/7 Supermarket - Pillbox Hill: add

24/7 Supermarket - add: add

GAS STATIONS (sec:plcs:gsstns)

LTD Gas Station - add: add

LTD Gas Station - add: add

Xero Gas Station - add: add

RIVERS (sec:plcs:rvrs)

add

ISLANDS (sec:plcs:islands)

San Andreas Mainland: SA State Mainland, San Andreas, USA.

Elysian Island: Elysian Island, San Andreas, USA.

Terminal Island: Terminal Island, San Andreas, USA.

MARKETS (sec:plcs:mrkts)

Vespucci Sidewalk Market: 1 Vespucci Sidewalk Mrkt, Vespucci Beach, Vespucci, Los Santos, Los Santos County, San Andreas, USA.

Simmet Alley: add

AUTO REPAIR STORES (sec:plcs:atorprstrs)

Hayes Autos - Rancho: add

Auto Repairs - La Puerta: 5 Autopia Pkwy, La Puerta, Los Santos, Los Santos County, San Andreas, USA.

WAREHOUSES (sec:plcs:wrehses)

Warehouse - Banning: Warehouse 1, off of Dutch London St, Banning, Los Santos, Los Santos County, San Andreas, USA.

Covington Engineering Supplies: 12 El Rancho Blvd, El Burro Heights, Los Santos, Los Santos County, San Andreas, USA.

The Darnell Bros Garment Factory: 12723 Popular St, La Mesa, Los Santos, Los Santos County, San Andreas, USA.

Rocco Pelosi's Warehouse: Fridgit, 1 Forced Labor Pl (off of Innocence Blvd), East Los Santos, Los Santos, Los Santos County, San Andreas, USA.

Fridgit: 1 Forced Labor Pl (off of Innocence Blvd), East Los Santos, Los Santos, Los Santos County, San Andreas, USA.

TARGETS (sec:plcs:trgts)

x: x road, Chumash, San Andreas Republic County, San Andreas, USA.

Chad Mulligan's House: x Alta Pl, Hawick, Los Santos, Los Santos County, San Andreas, USA.

AIRPORTS (sec:plcs:arprts)

Los Santos International Airport: 1 New Empire Wy, Los Santos International Airport, Los Santos, Los Santos County, San Andreas, USA.

Sandy Shores Airfield: x Panorama Dr, Sandy Shores, Grand Senora Desert, Blaine County, San Andreas, USA.

McKenzie Airfield: add

Fort Zancudo Airbase: 1 Fort Zancudo Approach Rd, Fort Zancudo, Lago Zancudo, San Andreas Republic County, San Andreas, USA.

CONSTRUCTION SITES (sec:plcs:cnstctnsts)

Devin Weston's New Development Site: 36 Power St, Alta, Los Santos, Los Santos County, San Andreas, USA.

HOTELS (sec:plcs:htls)

Rockford Hills Hotel: add

Richman Hotel: add

The Von Crastenburg Hotel - Richman: add

CITIES (sec:plcs:cities)

City Of Los Santos: Los Santos City Hall, 1 Atla St, Atla, Los Santos, Los Santos County, San Andreas, USA.

City Of Del Perro: Del Perro City Hall, x road, Del Perro, Los Santos, Los Santos County, San Andreas, USA.

City Of Davis: Davis City Hall, x road, Davis, Los Santos, Los Santos County, San Andreas, USA.

City Of La Puerta: add

City Of VineWood: add

City Of Richman: add

City Of Vespucci: add

City Of Morningwood: add

City Of South Los Santos: add

City Of East Los Santos: add

City Of West Los Santos: add

City Of North Los Santos: Los Santos City Hall, 1 Atla St, Atla, Los Santos, Los Santos County, San Andreas, USA.

TOWNS (sec:plcs:towns)

Town Of Sandy Shores: add

Town Of Grapeseed: add

Town Of Paleto Bay: add

Town Of Chumash: add

Town Of North Chumash: add

Town Of South Chumash: add

Town Of Harmony: add
Town Of Tongva Valley: add

LANDMARKS (sec:places:landmarks)
add

AREAS (sec:plcs:areas)

Downtown: add
Rockford Hills: add
East VineWood: add
VineWood: add
Backlot City: add
Richman: add
Morningwood: add
Little Seoul: add
Vespucci: add
Vespucci Beach: add
East Los Santos: add
South Los Santos: add
La Puerta: add
Port Of South Los Santos: add
Los Santos International Airport: add
Terminal: add
Pacific Bluffs: add
Banham Canyon: add
Chumash: add
VineWood Hills: add
Los Santos Golf Club: add
Lake VineWood Estate: add
Tongva Valley: add
Great Chaparral: add
Tongva Hills: add
VineWood Sign: add
Tataviam Mountains: add
Palomino Highlands: add
Cypress Flats: add
National Office Of Security Enforcement - Cyber Division: add
Fort Zancudo Airbase: add
Harmony: add
Alamo Sea: add
Mt. Chiliad: add
Sandy Shores: add
Sandy Shores Airport: add
Grapeseed Airport: add
Grand Senora Desert: add
Grapeseed: add

San Chvanski Mountain Range: add
Humane Labs & Research: add
Catfish View: add
El Gordo: add
El Gordo Lighthouse: add
Braddock Pass: add
Mt. Gordo: add
Davis Quartz: add
Paleto Bay: add
Paleto Forest: add
Paleto Cove: add
Raton Canyon: add
Chiliad Mountain State Wilderness: add
Lago Zancudo: add
Mt. Josiah: add
Mt. Gordo: add

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sec:dhm

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San Andreas Department of Highway Maintenance

The San Andreas Department of Highway Maintenance (DHM) operates under the strict guidance of the U.S. Highway Code of Conduct 2013, an upstanding law which governs, polices, maintains and protects the road for the wellbeing of the general public. If you would like to find out more about our department, please visit: <http://rockstargames.com/v> (out-game)

INTERSTATES (sec:dhm:i)

I5 (sec:dhm:i:i5): La Puerta Fwy

I2 (sec:dhm:i:i2): Del Perro Fwy

I4 (sec:dhm:i:i4): Olympic Fwy

I1 (sec:dhm:i:i1): Los Santos Fwy

MONITORED BY THE SAPD/LSPD/BCPD AND THE SAN ANDREAS DEPARTMENT OF HIGHWAY MAINTENANCE

HIGHWAYS (sec:dhm:hwy)

Hwy 17 (sec:dhm:hwy:hwy17): Popular St

Hwy 22 (sec:dhm:hwy:hwy22): Dutch London St

Hwy 19 (sec:dhm:hwy:hwy19): Alta St

Hwy 18 (sec:dhm:hwy:hwy18): Eclipse Blvrd

Hwy 16 (sec:dhm:hwy:hwy16): Mad Wayne Thunder Dr

Hwy 14 (sec:dhm:hwy:hwy14): North Rockford Dr

MONITORED BY THE SAPD/LSPD/BCPD AND THE SAN ANDREAS DEPARTMENT OF HIGHWAY MAINTENANCE

FREEWAYS (sec:dhm:fwy)

Fwy 20 (sec:dhm:fwy:fwy20): Elysian Fields Fwy

Fwy 13 (sec:dhm:fwy:fwy13): Senora Fwy

Fwy 1 (sec:dhm:fwy:fwy1): Great Ocean Hwy

Fwy 11 (sec:dhm:fwy:fwy11): Tongva Dr

Fwy 15 (sec:dhm:fwy:fwy15): Palomino Fwy

Fwy 68 (sec:dhm:fwy:fwy68): Rt 68

MONITORED BY THE SAPD/LSPD/BCPD AND THE SAN ANDREAS DEPARTMENT OF HIGHWAY MAINTENANCE

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sec:dmv

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San Andreas Department of Motor Vehicles

The San Andreas Department of Motor Vehicles (DMV) operates under the strict guidance of the U.S. Highway Code of Conduct 2013, an upstanding law which governs,

polices, maintains and protects the road for the wellbeing of the general public.

The department also is regulated under the San Andreas Motor Vehicle Act 1976, a law

which gives the police service the right to search, seize and regulate motor vehicles on

the roads of San Andreas.

If you would like to find out more about our department, please visit: <http://www.sanandreasdmv.com/> (in-game)

FORM (sec:dmv:frm)

If you need help on completing the form online correctly, see the answers below:

add

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sec:cotm

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Children Of The Mountain

CATEGORY: Children Of The Mountain - Collectibles

EFFECT: Good Ending (<none>); Bad Ending (<none>)

STARTING POINT: PHONEBOOK > INTERNET.APP > www.childrenofthemountain.com

FROM: Children Of The Mountain

VEHICLE: <none>

PAYMENT: \$-x.xx

ACHIEVEMENT: unlocked clothing (Freedom T-Shirt)

MISSION 1 - Stage 1 (sec:cotm:mis1)

MISSION CATEGORY: Children Of The Mountain - Collectibles

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: PHONEBOOK > INTERNET.APP >

www.childrenofthemountain.com

MISSION FROM: Children Of The Mountain

MISSION VEHICLE: <none>

MISSION PAYMENT: \$-x.xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

The password for Stage 1 is: add

MISSION 2 - Stage 2 (sec:cotm:mis2)

MISSION CATEGORY: Children Of The Mountain - Collectibles

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: PHONEBOOK > INTERNET.APP >

www.childrenofthemountain.com

MISSION FROM: Children Of The Mountain

MISSION VEHICLE: <none>

MISSION PAYMENT: \$-x.xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

The password for Stage 2 is: futility

MISSION 3 - Stage 3 (sec:cotm:mis3)

MISSION CATEGORY: Children Of The Mountain - Collectibles

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: PHONEBOOK > INTERNET.APP >

www.childrenofthemountain.com

MISSION FROM: Children Of The Mountain

MISSION VEHICLE: <none>

MISSION PAYMENT: \$-x.xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this [☐]

The password for Stage 3 is: add

MISSION 4 - Stage 4 (sec:cotm:mis4)

MISSION CATEGORY: Children Of The Mountain - Collectibles

MISSION EFFECT: Good Ending (<none>); Bad Ending (<none>)

MISSION STARTING POINT: PHONEBOOK > INTERNET.APP >

www.childrenofthemountain.com

MISSION FROM: Children Of The Mountain

MISSION VEHICLE: <none>

MISSION PAYMENT: \$-x.xx

MISSION ACHIEVEMENT: <none>

MISSION DONE: tick the box to the right if you have completed this []

The password for Stage 4 is: actuality

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sec:thePsiNprgrm

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The Epsilon Program

WELCOME (sec:thePsiNprgrm:wlcM)

Welcome to The Epsilon Program.

WHAT IS THE EPSILON PROGRAM (sec:thePsiNprgrm:whtisthePsiNprgrm)

The Epsilon Program is a community of Epsilonists who are trying to complete The Tract of Kraff's work.

The Epsilon Program is a religion based on facts rather than rumours.

The Epsilon Program accepts anyone from any backgrounds regardless. The program worships Kraff (the almighty

all seeing eye), who can see into the future and see beyond you. He is everywhere and yet nowhere.

MEET THE MEMBERS OF THE EPSILON PROGRAM (sec:thePsiNprgrm:mmbrs)

Here is a list showing just some of the members of the community:

> Marnie Allen - lives with her mum and dad, lives in Los Santos, San Andreas, home to thousands of celebrities and big businesses

> Cris Formage - the founder and ceo of The Epsilon Program - the founding member of the cult

> Michael De Santa - recent newcomer to the program, seeking peace for better living in his life

> Jimmy Boston - comedian who has joined the program to help discover the tract

> Al Di Napoli - failed actor who has joined the program to search for the divine within himself

HOUSES OF WORSHIP (sec:thePsiNprgrm:hseSofwrshp)

> HQ - Los Santos: The Epsilon Center, Del Perro Blvd, Rockford Hills, Los Santos, Los Santos County, SA, USA.

> HQ - Liberty City: The House Of Worship, 24 Silicon St, Lancaster, Liberty City, Algonquin Island, Liberty City County, LI, USA.

> HQ - International/Worldwide: The Epsilon Program, The Epsilon Cult Of America, Cris Formage, P.O. Box #10012, Grand Canaria, Cayman Islands.

BELIEFS AND PRACTICES (sec:thepsiInprgrm:blifsndprctics)

The Epsilon Program beliefs in facts rather than rumours.

THE TRACT (sec:thepsiInprgrm:thetract)

add

CONTACT THE EPSILON PROGRAM (sec:thepsiInprgrm:cntctthepsiInprgrm)

Contact Name: The Epsilon Program

Email - Home: webminister@epsilonprogram.com?subject=KIFFLOM!

Telephone - Home: (United States: +1) 1-866-PIL-AGE

Telephone - Fax: (United States: +1) 1-866-FUN-CULT

Address: Cris Formage

Epsilon Cult Of America

P.O. Box #10012

Grand Canaria

Cayman Islands

Website - Home Page: <http://www.epsilonprogram.com/>

Website - Twitter: <http://twitter.com/epsilonismtoday>

Website - Tract: <http://epsilonprogram.com/tract.htm>

Website - The 12 Tenets Of Kifflo: <http://epsilonprogram.com/kifflo.htm>

JOIN TODAY (sec:thepsiInprgrm:jntdy)

Join the program and receive benefits such as free parking, special robes, a medal and the ability to see the future

If you want to see more tools that can guide you to completing Kraff's work, visit www.epsilonprogram.com

KIFFLOM!

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sec:lnks

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Links

IN-GAME LINKS (sec:lnks:gme)

These links can be viewed using www.eyefind.info while using the Internet App on the in-game phone. Pull up the PHONEBOOK > INTERNET.APP > www.eyefind.info

MEDIA & ENTERTAINMENT (sec:lnks:gme:m&e)

Lifeinvader: www.lifeinvader.com

Classic VineWood: www.classicvinewood.com

Fame Or Shame: www.fameorshame.net

Kung Fu Rainbow Lazer Force: www.kungfurainbowlazerforce.com

Princess Robot Bubblegum: www.princessrobotbubblegum.com

Republican Space Rangers: www.republicanspacerangers.com
Righteous Slaughter 7: www.righteousslaughter7.com
Bleeter: www.bleeter.biz
EyeFind: www.eyefind.info
Fruit Computers: www.fruitcomputers.com
Sue Murry For Governor: www.suemurry.com
Jock Cranley For Governor: www.jockcranley.com
Devin Weston: www.bedevinweston.com
Bill Binder: www.iwillsurviveitall.com
Jack Howitzer: www.jackhowitzer.com
Vanilla Unicorn: www.vanillaunicorn.xxx
My Room: www.myroomonline.net
Your New Baby's Name Generator: www.yournewbabysname.com
Appropriate Associates: www.appropriateassociates.com
Hush Smush: www.hushsmush.com
The Epsilon Program: www.epsilonprogram.com
The Reality Mill: www.therealitymill.com
VineWood Logline Generator: www.vinewoodloglinegenerator.com
Beseecher: www.beseecher.net
Chains Of Intimacy: www.chainsofintimacy.com
Who Killed Leonora Johnson: www.whokilledleonorajohnson.com
Six Figure Temps: www.sixfiguretemps.com

FOOD & DRINK (sec:lnks:gme:f&d)

Los Santos Freegans: www.lossantosfreegans.com
EgoChaser: www.egochaserenergybar.com
Taco Bomb: www.taco-bomb.com
Grain Of Truth: www.grainoftruth.net
Junk Sugar Free Energy Drink: www.junkenergydrink.com

MONEY & SERVICES (sec:lnks:gme:m&s)

LCN - Liberty City National Stock Exchange Index: www.lcn-exchange.com
BAWSAQ: www.bawsaq.com
Dynasty 8: www.dynasty8realestate.com
Maze Bank Of Los Santos: www.maze-bank.com
Fleeca Bank: www.fleeca.com
The Bank Of Liberty: www.thebankofliberty.com
San Andreas Department Of Motor Vehicles: www.sanandreasdmv.com
San Andreas Department Of Water & Power: www.sawaterandpower.com
Visit The Alamo Sea: www.visitthealamosea.com
Credit Card Consolidation Kings: www.creditcardconsolidationkings.com
The Atheist Society: www.accept-the-chaos.com
The Altruists Cult: www.altruistsunite.com
The Internet Is A Hellhole: www.theinternetisahellhole.com
Your Dead Family: www.yourdeadfamily.com
Minister In Minutes: www.ministerinminutes.com

Merryweather Security Consulting: www.merryweathersecurity.com
Minotaur Investment & Finance: www.minotaurfinance.com
Monetary Science: www.monetaryscience.us
Cash For Dead Dreams: www.cashfordeaddreams.com
CultStoppers: www.cultstoppers.com
Stop Paying Your Mortgage: www.stoppayingyourmortgage.net
Lenny Avery Realty: www.lennyavery-realty.com
Hammerstein & Faust: www.hammersteinfaust.com

TRAVEL & TRANSPORT (sec:lnks:gme:t&t)

Elitas: www.elitastravel.com
Legendary Motorsport: www.legendarymotorsport.net
Warstock Cache & Carry: www.warstock-cache-and-carry.com
DockTease: www.docktease.com
Pedal & Metal Cycles: www.pandmcycles.com
Southern San Andreas Super Autos: www.southernsanandreassuperautos.com
Los Santos Customs: www.lossantoscustoms.com

FASHION & HEALTH (sec:lnks:gme:f&h)

Swallow: www.swallowco.com
UniversalUniform: www.universaluniform.net
ToeShoes: www.toeshoesusa.com
Preserve: www.preservesskincream.com
Proposition 14: www.abstinentamerica.com
Fabien Larouche: www.fabienlaroucheyoga.com
Ammu-Nation: www.ammunation.net
Proposition 208: www.proposition208.com
Redwood Cigarettes: www.redwoodcigarettes.com
My Devine Within: www.mydevinewithin.com
PowCleanse: www.thepowcleanse.com
Toilet Cleaner: www.toiletcleaneronline.com
Bullshark Testosterone: www.bullsharkttestosterone.com
Electrotoke: www.electrotokesystem.com
The Children Of The Mountain: www.thechildrenofthemountain.com
Manopause Adventures: www.manopauseadventures.com
HIMPlants Enhancement Surgery: www.himplantsenhancementsurgery.com
Proposition 43: www.proposition43.org
Psychic Shoutout: www.psychicshoutout.com
Dr. Isah Friedlander: www.dr-friedlander.com

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sec:stalk

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Stalk On Lifeinvader

Karl Kelly - Weazel News Finance: <http://lifeinvader.com/profile/karlkelly>

Sprunk: <http://lifeinvader.com/profile/sprunk>
Ink Inc: add
Redwood Cigarettes: add
FlyUS: add
Cluckin' Bell: add
Elitas Travel: add
Warstock Cache & Carry: add
Herr Kutz Barber: add
Ammu-Nation: add
Los Santos Customs: add
Legendary Motorsport: add
Warren Woodhouse: <http://socialclub.rockstargames.com/member/warrenwoodhouse/lifeinvader>

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sec:contacts

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Contacts

To have the latest phone numbers for GTA V in your in-game phone, head on over to <http://warrenwoodhouse.webs.com/gtav/telephonedirectory> for the latest numbers, updates & for further details that you won't find anywhere else!

Atomic Blimp Game Addon (DLC Required): 346-555-0176
Blaine County Depot: 425-555-0170
Dynasty 8 Real Estate: 310-555-0156
Mechanic (GTA Online): 328-555-0153
Merryweather Security Consulting (GTA Online): 273-555-0120
Mors Mutual Insurance (GTA Online): 611-555-0149
Pegasus Lifestyle Management (GTA Online): 328-555-0122
Robinson Real Estate (GTA Online): 555-0139
Truthseeker Helpline (GTA Online): 273-555-0155
Wolfs International Reality (GTA Online): 555-0161
Al Carter: 346-555-0109
Antonia Bottino: 611-555-0182
Brucie Kibbutz: 273-555-0185
Denise Clinton: 273-555-0164
Edgar Carlos: 611-555-0146
Gerald (GTA Online): 611-555-0152
Hao: 611-555-0107
Joe: 611-555-0128
Josef: 328-555-0117
Josh Bernstein: 611-555-0169
Liz: 611-555-0126
Maude Eccles: 328-555-0185

Nikki: 346-555-0183
Omega: 346-555-0162
Oscar Guzman: 273-555-0125
Rickie Luckens: 611-555-0140
Tao Cheng: 611-555-0173
Wade Hebert: 346-555-0166
Unknown 1: 328-555-0167
Unknown 2: 328-555-0168
J.B.'s Impound: 323-555-0110
Ronald "Ron" Jakowski's Radio Show (GTA V): 273-555-0155
Screaming Noise: 555-0182
CarTune Network: 555-0184
Nikki (Stripper & Pole Dancer at Vanilla Unicorn): 346-555-0183
Sapphire (Stripper & Pole Dancer at Vanilla Unicorn): 328-555-0177
Infernus (Stripper & Pole Dancer at Vanilla Unicorn): 611-555-0184
Cheetah (Stripper & Pole Dancer at Vanilla Unicorn): 611-555-0167
Juliet (Stripper & Pole Dancer at Vanilla Unicorn):
Chastity (Stripper & Pole Dancer at Vanilla Unicorn): 611-555-0163
Peach (Stripper & Pole Dancer at Vanilla Unicorn): 273-555-0189
Fufu (Stripper & Pole Dancer at Vanilla Unicorn): 346-555-0186
Solomon Richards, Jr./CEO & son of Founder of Richards Majestic Films - son of
Solomon Richards, Sr.: 328-555-0123
1st Lt. Kyle P. Slater/US Army - Fort Zancudo - San Andreas Republican Army:
328-555-0145
Devin Weston (CEO & Founder of Devin Weston Enterprises, Inc.): 328-555-0182
Maude (Bail Bond Farm): 328-555-0185
Wei Cheng, Jr. (son of Wei Cheng, Sr.) (CO-CEO of Wei Cheng Enterprises, Inc.):
328-555-0190
Ronald "Ron" Jakowski: 328-555-0198
Michael De Santa (1): 525-555-0110
Michael De Santa (2): 325-555-0110
Michael De Santa (3): 315-555-0110
Michael De Santa (4): 315-555-0171
Franklin Clinton: 328-555-0156
Stripper 2: 346-555-0186
Prank Call 1: 555-0110
Prank Call 2: 212-555-0162
Prank Call 3: 843-555-0124
Prank Call 4: 662-555-0147
Prank Call 5: 545-555-0122
Prank Call 6: 223-555-0144
Downtown Cab Co: 323-555-5555
Cris Formage: 328-555-0160
SE Renta: 323-555-0103
Emergency Services: 911
FIRE DEPARTMENT: 911 (dial 3)

HEALTH DEPARTMENT: 911 (dial 2)
POLICE DEPARTMENT: 911 (dial 1)
Patricia Madrazo: 328-555-0110
Martin Madrazo: add
Devin Weston: add
Franklin Collins: add
Trevor Philips: add
Agent Dave Norton (Agent at FIB - Los Santos Division): 328-555-0140
Agent Steve Haines (Agent at FIB - Los Santos Division): 328-555-0150
Michael De Santa/Michael Townley: add
Tracey De Santa/Tracey Townley/Tracey Suxx: add
Amanda De Santa/Amanda Townley: 346-555-0118
Jimmy De Santa/Jimmy Townley: add
Ida Peel: 000-000-0000
Wei Cheung, Jr. (when playing as Trevor): 328-555-0180
Wei Cheung, Sr.: 328-555-0190
Glass Heroes: 555-0142
JJ's Forklift Repair: 1-999-3675877 (1-999-FORKUPS)
Auto Repairs: 284-555-0135
Bugstars Pest Control: 1-999-2847827 (1-999-BUGSTAR)
Ammu-Nation: 1-999-9327667 (1-999-WEAPONS)
Deluxe Premier Autosport: add
Tanisha Marks/Tanisha Jackson (when playing as Franklin): 328-555-0180
Denise Collins: add
VineWood Tours: 1-999-846-8687 (1-999-VIN-TOUR)
For Sale: 184-555-0101
Shorefeet: 310-555-0185
Italia Nails: 363-555-0119
Wolfs International Reality - Property - For Sale: 555-0161
Wolfs International Reality - Property - For Sale: 323-555-0168
Traditional Acupuncture: 1-999-6333539 (1-999-NEEDLEZ)
Korean Medical Units: 1-999-5686487 (1-999-KMUNITS)
Korean Modern Practice: 323-555-0124
Lost Cat "Growler": 555-0168
Lost Cock: 655-0109
Fix Your Accent: 555-0178
Be My Friend: 555-0164
Jack: 555-2176
MOLLIS: 555-0190
Lost Turtle: 555-2944
Tw@ Totally Wireless Internet Cafe - Korean Plaza - For Lease May Sell:
363-555-3169
Ko Casuals: 826-555-0444
Park Jung Restaurant: 323-555-0126
Hwan Cafe: 323-555-0174
CarTune Network: 555-0184

Fly By Night At Higgins Tours - Los Santos: 1-999-0303205
Downtown Cab Co (OLD): 555-0171
Real Estate: 213-555-4120
Quick Lift Towing: 555-644-7294
Quick Lift Towing: 555-460-9422
SAPC: 348-555-4834
Ivory Towers Drive-Thru Mental Clinic: 555-2102
For Lease: 555-333-8634
Henna Tattoos: 555-0169
Phone Card: 555-6958
Los Santos Style: 310-555-0127
Antonia Bottino: 611-555-0182
Molly Schultz: add
Jimmy Boston: add
Ursula: 328-555-0103

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sec:estreggs
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Easter Eggs

1 (James Bond 007 In GoldenEye - Dam - Base Jump Stunt Scene): In a cutscene in the "Uncalculated Risk" mission, Dom is hanging off of the edge of the railing while facing down at the Land Act Dam, the same scene of which you see in the opening scene of Albert R. Brocoli's EON Productions Presents Pierce Brosnan As Ian Fleming's James Bond 007 In GoldenEye.

2 (James Bond 007 In Goldfinger - 1969 Aston Martin DB5 & White Tuxedo): In the "Deep Inside" mission, you end up stealing a car that looks like the 1969 Aston Martin DB5 along with the tuxedo that Sean Connery wears in the opening scene in the film. In the mission "Deep Inside", the Ejector Seat, Spikes and body-proof armor plating of the car are just some of the features from the car in the film. The film is Albert R. Brocoli & Harry Saltzman's EON Productions Presents Sean Connery As Ian Fleming's James Bond 007 In Goldfinger.

3 (America's Got Talent): The TV Show titled "Fame Or Shame" is basically Rockstar's version of "America's Got Talent" with a useless but witty show host, in this case, DJ Lazlow Jones.

4 (Hollywood Sign): The "VineWood Sign" is Rockstar's version of the real world famous Global Sign's version of the "Hollywood Sign" on Mt. Griffith in Los Angeles.

5 (HollywoodLand Sign Picture): The "VineWoodLand Sign" on the walls inside the barber shops is in old style picture format similar to what the original "HollywoodLand Sign" looked like in the 1920s.

6 (Facebook Website): Rockstar's version in the game and also on the REAL Internet is titled as "Lifeinvader" which is at www.lifeinvader.com is similar to that of "Facebook" which is at www.facebook.com.

7 (Facebook Mobile - Launch Preview): In the "Friend Request" mission, you end up blowing up Jay Norris during the launch of the Lifeinvader Mobile device, a similar

incident occurred when the Facebook Mobile device was being launched.

8 (Facebook +Friend): In Rockstar's social network site titled as "Lifeinvader", the +Friend is called +Stalk.

9 (Grand Theft Auto V Logo - Letter V In Dollar Colours): The letter V on the "Grand Theft Auto V" logo shows the colours and styles similar to that shown on a typical U.S. Dollar Bill.

10 (Kelly Kelly Exposed): In the "Fame Or Shame" mission, Tracey De Santa lets her panties down, similar incident occurred on the WWE ECW Show where Kelly Kelly exposed herself on national television.

11 (FBI West Coast HQ): In Rockstar's version, the FBI are called FIB and are based in Los Santos, same of which is based in Los Angeles.

12 (NSA Cyber Division HQ): In Rockstar's version, the NSA Cyber Division are called NOOSE Cyber Division and are based in the Los Santos County, same of which are based in the Los Angeles County.

13 (Facebook Offers): In Rockstar's social network site titled as "Lifeinvader", some businesses offer you discounts and free products if you stalk them on their Lifeinvader profiles, the same incident occurs when you like certain businesses and products on Facebook in the REAL Internet. These include: Elitas Travel (10% off your next purchase), Herr Kutz Barber (first haircut free), Ink Inc (first tattoo free), Redwood Cigarettes (10% discount on your first hospital visit), Los Santos Customs (get a free spray paint job), Warstock Cache & Carry (10% off your first purchase), Sprunk (Get a free can from any vending machine) & Legendary Motorsport (10% discount on your first purchase).

14 (The Green Hornet Animated TV Series): In Rockstar's version titled as "Gordon Moorehead Rides Again", the animated TV Series is similar to that of the REAL animated TV Series of "The Green Hornet".

15 (Sprite Soda Beverage): In Rockstar's version titled "Sprunk" is a knock-off version of the REAL "Sprite".

16 (Coca-Cola Soda Beverage): In Rockstar's version titled "eCola" is a knock-off version of the REAL "Coca-Cola".

17 (Warner Bros Film Studios): In Rockstar's version titled "Richards Majestic Film Studios" which is based on the REAL "Warner Bros Film Studios" in the heart of the old Hollywood film district.

18 (CBS Building): In Rockstar's version titled "CNT Building" is similar to that of "CBS Building".

19 (City Of Los Angeles Founded 1781 - Emblem): In Rockstar's version of "City Of Los Santos Founded yyyy" emblem is similar to that of the REAL "City Of Los Angeles Founded 1781" emblem.

20 (Ford Motor Company & Logo): In Rockstar's version, the company "Vapid Motor Company" and its logo are both similar to that of the "Ford Motor Company" and its logo.

21 (Google Search Engine): In Rockstar's version, the website "EyeFind.info" is similar to that of "Google.com" only with a lot of changes.

22 (Google Maps Engine): During the heist missions, you'll notice on the planning board a map with satellite imagery and on that image is functions of which you will notice when using "Google Maps".

- 23 (iPhone Mobile): In the game, the "iFruit" mobile and it's apps are similar to that of the "iPhone" mobile and it's apps.
- 24 (Facebook Mobile/Windows Phone Mobile/Nokia Lumia Mobile): In the game, the "Lifeinvader" mobile and it's apps are similar to that of the "Windows Phone/Nokia Lumia" mobile and it's apps. The "Windows Phone/Nokia Lumia" mobile was created for use with the social network "Facebook".
- 25 (Three Mobile/EE Mobile/Orange Mobile/O2 Mobile): In the game, the "Whiz Wireless" mobile and it's apps are similar to that of the "Three Mobile/Orange Mobile/EE Mobile/O2 Mobile" mobile and it's apps.
- 26 (BlackBerry Mobile): In the game, the "Badger" mobile and it's apps are similar to that of the "BlackBerry Mobile" mobile and it's apps.
- 27 (Twitter Website): Rockstar's version in the game is titled as "Bleeter" which is at www.bleeter.biz is similar to that of "Twitter" which is at www.twitter.com.
- 28 (Porsche): In the game, the "Pfister Automobile Company" is similar to that of "Porsche".
- 29 (Audi): In the game, the "Obey Motors Company" is similar to that of "Audi", the 4 rings representing the original 4 companies that made up "Auto Union" which were: Audiwerke GmbH (Audi), Dampf Kraft Wagen (DKW), August Horch & Cie (Horch) & Wanderer which made up the 1932 car company, "Auto Union".
- 30 (NASDAQ): In the game, it's titled as "BAWSAQ".
- 31 (New York International Stock Exchange Index): In the game, it's titled as "LCN International Stock Exchange Index".
- 32 (Starmatic App): In the game, it's titled as "Snapmatic App" with the app button which is similar to that of "Starmatic App".
- 33 (Instagram Logo): In the game, the "Snapmatic" logo looks very similar to the "Instagram" logo.
- 34 (UPS Logo): In the game, the "PostOP" logos, vans, colours and styles are similar to that of the "United Parcel Service Of America".
- 35 (Pagani Zonda F): In the game, the "Pegassi Cheetah" is similar to the "Pagani Zonda F".
- 36 (Bigfoot Reference #1 - "Predator" mission): In the mission "Predator", using the Thermal Scope, look at the head dot on the bottom right and you can see a figure that resembles the urban legend "Bigfoot". It'll disappear shortly after looking at it. This is also a reference to the rumours of Bigfoot roaming the woods in GTA San Andreas.
- 37 (LOST - Secret Hatch - Swimming Underwater - free-roam): During free-roam, off of the tip/coast of Davis Quarry, you will see a hatch at the very deepest part of the sea here, a hatch which resembles the same hatch on the tv show titled "LOST". If you listen to the knocking that the hatch makes, it's Morse Code for "Want to go bowling?", a reference to Roman Bellic in GTA IV.
- 38 (Clothing References - Discount Stores & Binco Stores - free-roam): When you go shopping at either Discount Stores or Binco Stores, you will see 3 pieces of clothing that are reference to different films and games. 1: A jacket called "Champagne Driver Blouson" can be bought in the Discount and Binco clothing stores. This looks almost identical to the white satin jacket worn by the main protagonist of the film "Drive". 2: The Parrot Shirt worn by Max Payne in the game

titled "Max Payne 3" can also be bought at Discount & Binco clothing stores. "Max Payne 3" was developed by Rockstar North, the developers of GTA V. 3: The red jacket with a flannel shirt called the "Overlooked Red Blouson" is a reference to the character Jack Torrance from the film titled "The Shining" who wears the same jacket. The name of the jacket is a reference to "The Outlook Hotel" where Jack worked at.

39 (No Country For Old Men - Movie Reference - free-roam): During free-roam, in Raton Canyon you will find what looks like the aftermath of a gang shootout. This is a reference to the film titled "No Country For Old Men" in which the main protagonist stumbles upon a similar situation. After walking down the hill, you'll find 2 men seperated from the others with a case. In the film, the protagonist finds a man with a bag of money who escaped the aftermath.

40 (Red Dead Redemption - Video Game Reference #1 - "Red Dead" by J. Marston - Franklin's House - VineWood Hills - free-roam): During free-roam, go to Franklin's House in The Hills and look at the bookcase next to the gold records. One of the books is titled "Red Dead by J. Marston". Obviously a clear reference to the game titled "Red Dead Redemption" and it's main protagonists son called Jack Marston who always wanted to be a writer. The game is developed by Rockstar North, the same developers of GTA V.

41 (Jesse Pinkman - People Reference - free-roam): During free-roam, a man's face can be found drawn onto the rock face on the west side of Mt. Chiliad. The man's face is Jesse Pinkman from "Breaking Bad".

42 (Aliens Reference #1 - "Prologue" mission - frozen lake): During the mission "Prologue", before the train tracks during the escape, get out of the 4x4 and head down to where the lake/river is and whip out your pistol to find the Alien frozen in the lake/river. See video at: <http://youtube.com/watch?v=PlnXvFSVMGY>

43 (Aliens Reference #2 - crashed deap sea ufo - glitch inside the ufo - free-roam): During free-roam, you'll find a crashed ufo at the bottom of the sea off of Chumash. Inside this ufo is a glitch. See video at: <http://youtube.com/watch?v=LsPiG2D0PFw>

44 (Aliens Reference #3 - ufo in the clouds - above Fort Zancudo - free-roam): During free-roam, you'll find a ufo hovering way up in the clouds above Fort Zancudo. See video at: <http://youtube.com/watch?v=QAwSRsmS0XU>

45 (Bigfoot Reference #2 - "The Last One" mission): In the mission "The Last One", you get to shoot Bigfoot who was rumoured to have lived in the forests of San Andreas in GTA San Andreas aswell as the forests in the Pacific North West in the REAL United States Of America and British Columbia. However, this mission is a reference to "Red Dead Redemption" where The Hunter says that his hat from his granddaddy will bring him good luck. The real easter egg in this mission is The Hunter not Bigfoot. See video at: <http://youtube.com/watch?v=NOJIXYnpR7w>

46 (Most Expensive Apartment - GTA V ONLINE - free-roam): During free-roam, you will find the most expensive apartment in the online version of the game. See video at: <http://youtube.com/watch?v=IBxrpMyHVdk>

47 (Walking On The Ocean Floor Glitch - GTA V ONLINE - free-roam): During free-roam, you will find the ability to walk on the ocean floor, which is actually an easter egg and a glitch. See video at: <http://youtube.com/watch?v=Nva2jCNYL9E>

48 (Creepy Ghost - free-roam): During free-roam, near the water at the east side of

Mt. Gordo, you'll find a woman ghost during the late evening/nighttime in the game.
See video at: <http://youtube.com/watch?v=yy6HkStHmMA>

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sec:chk1st

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100% Game Completion

CATEGORY: Completion - Game Progress

ACHIEVEMENT: unlocked achievement (Career Criminal); unlocked gamerpoints (100gamerpoints)

To receive the above XBOX 360 Achievements you must achieve 100% in "Game Progress" statistics.

To achieve this, complete the following percentages listed below:

PERCENTAGES (sec:chk1st:prcntgs)

- > (sec:mis) Story Missions - 60%
- > (sec:hbbesndpsttmes) Hobbies & Pasttimes - 10%
- > (sec:strngrsndfrks) Strangers & Freaks - 10%
- > (sec:rndmevnts) Random Events - 10%
- > (sec:misc) Miscellenous - 10%

MISSIONS (sec:chk1st:mis)

- > i: LUDENDORFF, NINE YEARS AGO...
- > ii: PROLOGUE/OPENING SCENE
 - > Mission 1: Prologue (mis1)/start the mission while playing as: Michael Townley
- > iii: OPENING TITLES/INTRODUCTION TITLES/OPENING CREDITS/"Rockstar Games presents - a Rockstar North production - Grand Theft Auto V"
- > iv: OPENING CREDITS/"creators, developers, etc."/...PRESENT DAY
 - > Mission 2: Franklin & Lamar (mis2)/start the mission while playing as: Franklin Clinton
 - > Mission 3: ? (mis3)/start the mission while playing as:
 - > Mission 4: ? (mis4)/start the mission while playing as:
 - > Mission 5: ? (mis5)/start the mission while playing as:
 - > Mission 6: ? (mis6)/start the mission while playing as:
 - > Mission 7: ? (mis7)/start the mission while playing as:
 - > Mission 8: ? (mis8)/start the mission while playing as:
 - > Mission 9: ? (mis9)/start the mission while playing as:
 - > Mission 10: ? (mis10)/start the mission while playing as:
 - > Mission 11: ? (mis11)/start the mission while playing as:
 - > Mission 12: ? (mis12)/start the mission while playing as:
 - > Mission 13: ? (mis13)/start the mission while playing as:
 - > Mission 14: ? (mis14)/start the mission while playing as:
 - > Mission 15: ? (mis15)/start the mission while playing as:
 - > Mission 16: ? (mis16)/start the mission while playing as:

- [illegible]

- > Mission 63: ? (mis63)/start the mission while playing as:
 - > Mission 64: ? (mis64)/start the mission while playing as:
 - > Mission 65: ? (mis65)/start the mission while playing as:
 - > Mission 66: ? (mis66)/start the mission while playing as:
 - > Mission 67: ? (mis67)/start the mission while playing as:
 - > Mission 68: ? (mis68)/start the mission while playing as:
 - > Mission 69: ? (mis69)/start the mission while playing as:
 - > v: CLOSING TITLES/OUTRODUCTION TITLES/END CREDITS/"creators, developers, etc."
 - > vi: EPILOGUE - Part I - Trevor Philips/start the mission while playing as: Trevor Philips
 - > vii: EPILOGUE - Part II - Franklin Clinton/start the mission while playing as: Franklin Clinton
 - > viii: EPILOGUE - Part III - Michael De Santa/start the mission while playing as: Michael De Santa
- *To begin Story Mode, start a new game or select a mission. The missions start at mis1 to mis69. See sec:mis for details.*

UNLOCKABLES (sec:chk1st:unlckb1s)

- > Prologue Outfit (Trevor Philips & Michael De Santa): unlocked after completion of the Story Missions - found in the wardrobe in Trevor's trailer - bedroom - wardrobe and at Michael's house - bedroom - wardrobe
- > ?
- > Robbery Mask (Trevor Philips, Michael De Santa & Franklin Clinton): unlocked on Mission xx "?" (Robbery Mask (Hat) \$0.00)
- > ?
- > ?
- > ?
- > Free Taxi Fare - Special Ability (Trevor Philips, Michael De Santa -OR- Franklin Clinton - depending on which character you used to purchase the cab company as): ?
- > Free Health Boost - Special Ability (Trevor Philips, Michael De Santa & Franklin Clinton): unlock from Chastity, Nikki, Cheetah, Sapphire, Infernus, Fufu, Peach & add as soon as you get fondness at 100%, take them back to their place after the lap dance and you get a free health boost at their place and you get their number added to your mobile phone and a picture from them aswell for free

ACHIEVEMENTS (sec:chk1st:achvmnts)

- > Welcome To Los Santos (Story Missions) (to achieve this, complete all of the following missions: mis2) (10gamerpoints)
- > Diamond Hard (Story Missions) (to achieve this, complete all of the following missions: misxx -OR- misxx) (20gamerpoints)
- > A Friendship Resurrected (Story Missions) (to achieve this, complete all of the following missions: misxx) (10gamerpoints)
- > Subversive (Story Missions) (to achieve this, complete all of the following missions: misxx) (20gamerpoints)

- > Blitzed (Story Missions) (to achieve this, complete all of the following missions: misxx -OR- misxx) (20gamerpoints)
- > A Fair Day's Pay (Story Missions) (to achieve this, complete all of the following missions: misxx -OR- misxx) (10gamerpoints)
- > Small Town, Big Job (Story Missions) (to achieve this, complete all of the following missions: misxx -OR- misxx) (20gamerpoints)
- > The Moment Of Truth (Story Missions) (to achieve this, complete all of the following missions: misxx) (10gamerpoints)
- > The Government Gimps (Story Missions) (to achieve this, complete all of the following missions: misxx -OR- misxx) (20gamerpoints)
- > The Big One! (Story Missions) (to achieve this, complete all of the following missions: misxx -OR- misxx) (20gamerpoints)
- > To Live Or Die In Los Santos (Story Missions) (to achieve this, complete all of the following missions: misxx, misxx -OR- misxx) (40gamerpoints)

TASKS ACHIEVEMENTS (sec:chk1st:achvmnts:tsks)

- > Los Santos Customs (Unlockables/Tasks) (to achieve this, purchase all the vehicle parts for 1 vehicle with 1 colour and all parts attached to it. purchase parts at any Los Santos Customs service stations anywhere within Los Santos County, San Andreas Republic County, San Andreas County or Blaine County) (10gamerpoints)
- > All's Fair In Love And War (Unlockables/Tasks) (to achieve this, purchase the Downtown Cab Co and complete at least a minimum of 1 Private Fare) (10gamerpoints)
- > Pimp My Sidearm (Unlockables/Tasks) (to achieve this, purchase all the weapon upgrades for 1 weapon with 1 colour and all parts attached to it. purchase parts at any Ammu-Nation Army Surplus Outlet Store anywhere within Los Santos County, San Andreas Republic County, San Andreas County or Blaine County) (10gamerpoints)
- > San Andreas Sightseer (Sightseer/Tasks) (to achieve this, complete all of the following submissions: sec:sghtseer) (30gamerpoints)
- > Chop (Companion App/Mini-Game/Chop The Dog/Tasks) (to achieve this, download the iFruit App for your Windows Phone, iPad, iPhone, Android or other similar smartphone device then complete all of the following minigames and gain 100% like for Chop: sec:app:ifruit:chop) (0gamerpoints)
- > Multi-Disciplined (Hobbies & Past Times/Tasks) (to achieve this, complete all of the following submissions with 100% and gold medals: sec:hbsndpsttms) (30gamerpoints)

COLLECTIBLES ACHIEVEMENTS (sec:chk1st:achvmnts:cllctibls)

- > Kifflom! (The Epsilon Tracts/Collectibles/Submissions) (to achieve this, complete all of the following submissions: sec:epsln:mis1 -TO- sec:epsln:mis8 -AND- then complete all of the tracts sec:epsln:trcts) (30gamerpoints)
- > Waste Management (Nuclear Waste/Collectibles) (to achieve this, complete all of the following submissions: sec:nuclrwst) (15gamerpoints)
- > A Mystery, Solved (Letter Scraps/Collectibles) (to achieve this, complete all of the following submissions: sec:lttrscrps) (15gamerpoints)

> From Beyond The Stars (Spaceship Parts/Collectibles) (to achieve this, complete all of the following submissions: sec:spcshprrts) (15gamerpoints)

OTHER ACHIEVEMENTS (sec:chklst:achvmnts:othr)

> Solid Gold, Baby! (Missions/Submissions/Strangers & Freaks) (to achieve this, complete all of the following missions and submissions with 100% and gold medals: sec:mis1 -TO- sec:mis69 | sec:strngrsndfrks) (50gamerpoints)

100% GAME COMPLETION ACHIEVEMENTS (sec:chklst:achvmnts:cmplt)

> Career Criminal (100% Game Completion) (to achieve this, complete all of the achievements listed, including those online, download the iFruit App and play the minigames mentioned, complete everything in game within the designated time allocated, complete all missions and submissions on 100% with gold medals, complete all shooting range challenges with 100% and all gold medals - basically the whole game needs to be 100% completed for you to achieve this) (100gamerpoints)

CHALLENGES ACHIEVEMENTS (sec:chklst:achvmnts:chlngs)

> Show Off (Stunt Jumps/Challenges) (to achieve this, complete all of the following submissions: sec:stntjmps) (30gamerpoints)

> Red Mist (Rampages/Challenges) (to achieve this, complete all of the following submissions: sec:rmpgs) (20gamerpoints)

> TP Industries Arms Race (Arms Trafficking/Challenges) (to achieve this, purchase McKenzie Field Hangar and win the arms race while driving an ATV while playing as Trevor Philips. see sec:tpi:mis1) (10gamerpoints)

> Three Man Army (Survival/Challenges) (to achieve this, complete all of the following submissions: sec:thremnarmy) (20gamerpoints)

> A Lot Of Cheddar (Total Money/Challenges) (to achieve this, spend a total of over \$200 million US Dollars across all three characters which are Michael De Santa, Trevor Philips, Franklin Clinton. see sec:ttlmny) (20gamerpoints)

> Trading Pure Alpha (Stock Portfolio/Challenges) (to achieve this, complete all of the following submissions: sec:trdng) (10gamerpoints)

> Close Shave (Knife Flight/Challenges) (Under The Bridge/Challenges) (to achieve this, complete all of the following submissions: sec:knfeflghts | sec:undrthbrdg) (20gamerpoints)

> Out Of Your Depth (Out Of Your Depth/Challenges) (to achieve this, complete all of the following submissions: sec:hnts:ooyd) (5gamerpoints)

> Wanted: Alive Or Alive (Bail Bonds/Challenges) (to achieve this, start at least one of the Bail Bond Missions while playing as Trevor Philips and while using the Stun Gun, capture and bring a wanted suspect into custody and deliver the suspect to Maude at the Bail Bond Farm in Blaine County) (10gamerpoints)

> Altruist Acolyte (Altruist Acolypt/Challenges) (to achieve this, deliver a unsuspecting victim to the Altruist Cult who live in the Altruist Cult Camp in San Andreas Republic County) (5gamerpoints)

GRAND THEFT AUTO ONLINE ACHIEVEMENTS/MULTIPLAYER ACHIEVEMENTS (sec:chklst:achvmnts:gtao)

- > Off The Plane (GTA Online/Multiplayer/Playlists/Missions/Rank) (to achieve this, complete all of the following missions: sec:gtao:mis1) (complete the mission titled: Introduction) (5gamerpoints)
- > Three-Bit Gangster (GTA Online/Multiplayer/Playlists/Missions/Rank) (to achieve this, complete all of the following missions: sec:gtao:mis25) (complete the mission titled: Rank 25) (reach Rank 25) (10gamerpoints)
- > Making Moves (GTA Online/Multiplayer/Playlists/Missions/Rank) (to achieve this, complete all of the following missions: sec:gtao:50) (complete the mission titled: Rank 50) (reach Rank 50) (30gamerpoints)
- > Above The Law (GTA Online/Multiplayer/Playlists/Missions/Rank) (to achieve this, complete all of the following missions: sec:gtao:100) (complete the mission titled: Rank 100) (reach Rank 100) (80gamerpoints)
- > Numero Uno (GTA Online/Multiplayer/Playlists/Competitive) (to achieve this, come in 1st Place in all competitive game types) (20gamerpoints)
- > The Midnight Club (GTA Online/Multiplayer/Playlists/Competitive/Races) (to achieve this, use a customized vehicle to win 5 races) (20gamerpoints)
- > Unnatural Selection (GTA Online/Multiplayer/Playlists/Survival) (to achieve this, complete all 10 waves of Survival) (20gamerpoints)
- > Backseat Driver (GTA Online/Multiplayer/Playlists/Competitive/Races/Rally) (to achieve this, direct a driver to 1st Place as co-driver in Rally Mode) (10gamerpoints)
- > Run Like The Wind (GTA Online/Multiplayer/Bounty) (to achieve this, survive at least a minimum of 1 Day with a Bounty on your head) (20gamerpoints)
- > Clean Sweep (GTA Online/Multiplayer/Playlists/Survival/Gang Attack) (to achieve this, finish a Gang Attack without dying and kill at least a minimum of 10 enemies) (10gamerpoints)
- > Decorated (GTA Online/Multiplayer/Awards) (to achieve this, earn 30 Platinum Awards) (50gamerpoints)
- > Stick Up Kid (GTA Online/Multiplayer/Robberies) (to achieve this, hold up all 20 Stores) (10gamerpoints)
- > Enjoy Your Stay (GTA Online/Multiplayer/Tasks) (to achieve this, participate in everything that Los Santos and San Andreas has to offer) (20gamerpoints)
- > Crew Cut (GTA Online/Multiplayer/Crew/Jobs) (to achieve this, complete 1 Job while as a member of a Crew) (5gamerpoints)
- > Full Refund (GTA Online/Multiplayer/Tasks) (to achieve this, kill the thief that mugged you) (10gamerpoints)
- > Dialling Digits (GTA Online/Multiplayer/Crew/Backup) (to achieve this, call for Gang Backup for the first time) (5gamerpoints)
- > American Dream (GTA Online/Multiplayer/Tasks) (to achieve this, own 1 apartment, 1 garage & 1 insured vehicle) (10gamerpoints)